PlayStation
NTSC U/C
PlayStation
PERSONA™ 2
ETERNAL PUNISHMENT
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TEEN
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CONTENT RATED BY
ESRB
SLUS-01158
1 DISC
ATLUS®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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What is reality...?
Reality is just a series of events and players acting out what you believe is real.
When we accept that fact, then our world becomes "reality."

Now, entertain this thought...and imagine this reality...

Where darkness covered the land...
Where a city floated in the sky while the Earth was devastated...
Where you watched your best friend die in front of you...

Now, imagine if it never happened.

What is reality, besides a mirror of our thoughts and expectations?
But, what if this reality was not a mirror of us, but another reality on the Other Side.

What if you started remembering things that had happened in that reality, but not yours?
Déjà vu, if you will. Now, what if you met someone from that reality?
What if the two started to mix and the boundaries began to crumble?

Would you be prepared to look through the mirror?

This story deals with just such an event. A boy named Tatsuya has returned from that Other Side.

On the Other Side was an insane serial killer called the Joker.
There was a group called the Masquerade who stole people's hopes and dreams.
There was also an incredible evil named Nyarlathotep who manipulated the Joker.

Tatsuya and his friends Jun, Eikichi, Lisa, and Maya fought against these evils. Sadly, at the end of this struggle, one of Tatsuya's friends lost their life...

A bargain was struck with Philemon, a deity of immense power, to resurrect the one who had fallen. But, such things come at a heavy price and in exchange the group had to give up all their memories. For the sake of their friend, everyone agreed... or so they thought.

At the time of the resurrection, reality was essentially reset. Forever locked away in another side, as if it was the backside of a mirror. However, Tatsuya committed a grievous sin when he refused to forget. His will was so strong that somehow his memory remained intact after the reset.

When Tatsuya broke the deal, he caused a paradox in this new reality. So, from such an innocent sin as this, a world of eternal punishment came into existence.

Tatsuya will learn that few things have changed, and history has a horrible habit of repeating itself...

Story

Enter Maya Amano, an up and coming editor for a popular teen magazine. This has been her dream for as long as she can remember... Everything was going great, until a young man named Tatsuya Suou stepped into her life... Maya knows that she has never met him, but in her heart she knows him from somewhere, a déjà vu of sorts.

Punishment?

One day, she is assigned to collect information on the rumor of the Joker Curse and their connection to the recent spree of serial murders that have rocked the city. Her investigations eventually lead her to Seven Sisters High School, and what's waiting for her is an ambush by the rumored devilish murderer, Joker, a reunion with the "Deja Vu Boy" who saves her, and the arising of different personalities called Persona...

"Remember the Other Side"
...Chasing the shadows of the Joker who disappeared after leaving these mysterious words behind. Remembering The Deja Vu Boy who told you to forget everything, the wheels of fate begin turning once again.

Or.....

Knows everything....

No, doesn't know anything...?

What lies at the other end of this tangled web of memory is...

PERSONA 2
ETERNAL PUNISHMENT

Characters 01

Maya Amano

•Maya Amano •age 23
Maya works at Kismet Publishing and manages the reporters for "Coolest," a popular teen magazine. She is a cheerful, innocent girl whose demeanor endears her to many people. She is bothered by the boy she accidentally met, the one she calls Deja Vu Boy, but feels compelled by something in the back of her mind...

Helios

Katsuya Suou

•Katsuya Suou •age 25
He's a sergeant in the violent crimes division of the Konan Police Department, and Tatsuya's brother. He is very intelligent and is able to think on his feet. He despises crime and has a strong sense of justice. Katsuya is very tall, and is always impeccably dressed, even down to the designer sunglasses. He is highly regarded by his peers, who feel he should be promoted to Detective.

Ulala Serizawa

Callisto

•Ulala Serizawa •age 24
Ulala is a priss who enjoys telling fortunes. She has always had bad luck with men. She has been Maya's best friend since high school. They are inseparable and remain roommates. Although she is hot-tempered, she is a very skilled make-up artist and is very tidy; which shows that there is a softer side to her.

PERSONA 2
ETERNAL PUNISHMENT
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Tatsuya Suou

•Tatsuya Suou •age 18
He's the mysterious boy who saved Maya from the Joker. He attends Seven Sisters High School, and is Katsuya's younger brother. Maya calls him "Deja Vu Boy."

Baofu

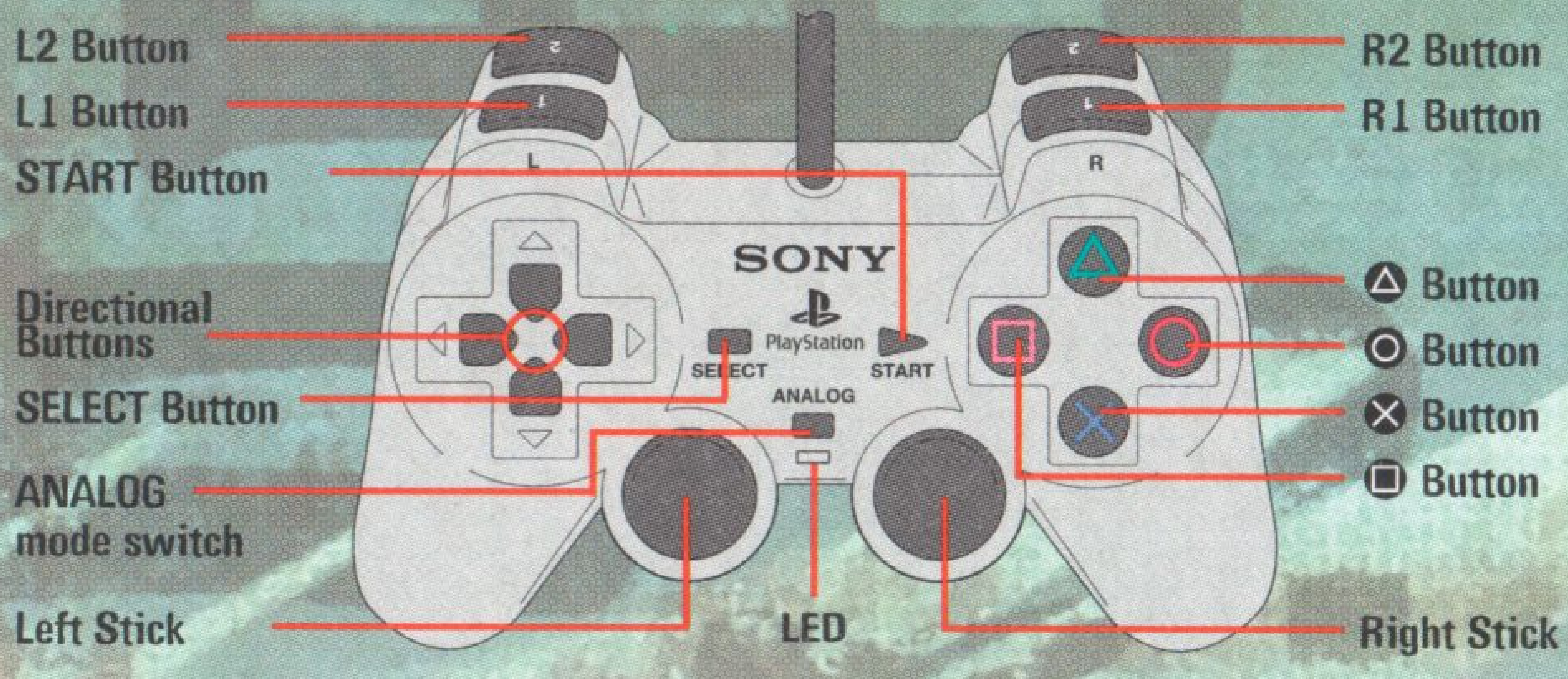
•Age ??
Baofu is a reclusive person who works as a Tap Buster and manages a webpage that collects rumors.

Controller Functions

For information on specific functions, please refer to the rest of the manual. The vibration function of the DUALSHOCK™ analog controller can be toggled on and off from either the Title Screen or the Configuration menu.
*The vibration function can be activated independently of the analog function.

DUALSHOCK™ analog controller

The LED will flash when the analog mode is turned ON. The Left Stick will then be usable.



Controller

Large Map

Directional Buttons	Selecting destinations
⊗ Button	Select
○ Button	Cancel
△ Button	Area name
□ Button	Command Screen/ Cancel All
L1 Button	Area name
L2 Button	Area name
R1 Button	Area name
R2 Button	Area name
Left Stick	Selecting destinations
Right Stick	Not used

Close-up Map

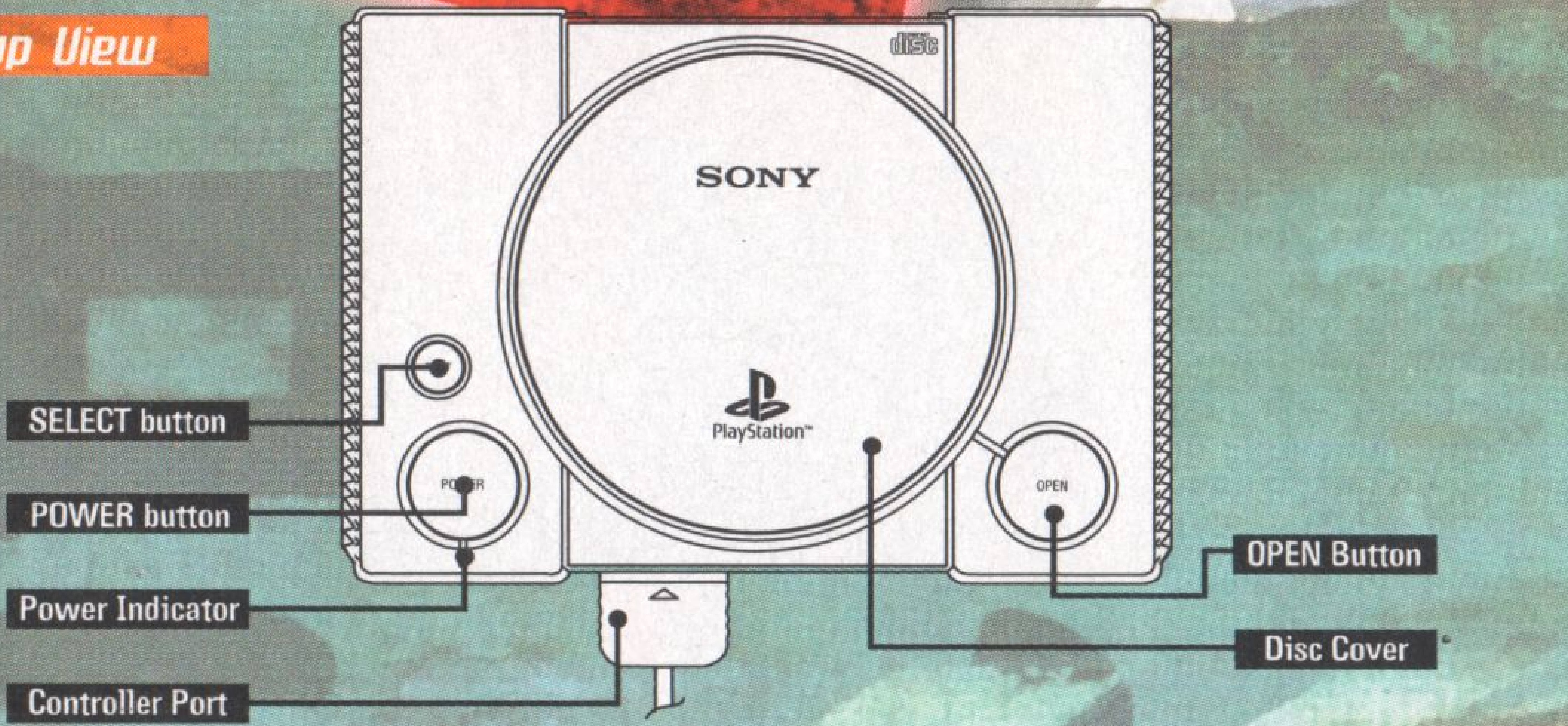
Directional Buttons	Move player symbol ·
⊗ Button	Select/Enter building/ Talk
○ Button	Cancel/Run (+Directional Buttons)
△ Button	Location name
□ Button	Command Screen/ Cancel All
L1 Button	Location name
L2 Button	Location name
R1 Button	Location name
R2 Button	Location name
Left Stick	Move player symbol
Right Stick	Not used

3D Field

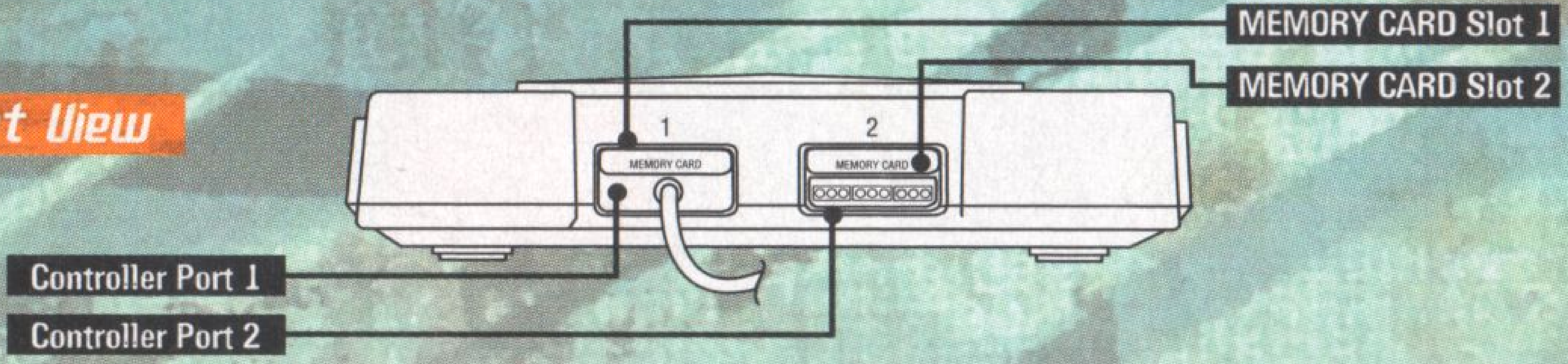
Directional Buttons	Character movement
⊗ Button	Select/Talk/Enter room/Examine item
○ Button	Cancel/Run (+Directional Buttons)
△ Button	Turn On/Off Automap
□ Button	Command Screen/ Cancel All
L1 Button	Change view (clockwise)
L2 Button	Change view (counter-clockwise)
R1 Button	Change view (counter-clockwise)
R2 Button	Change view (clockwise)
Left Stick	Character movement
Right Stick	Not used

Setting Up

Top View



Front View



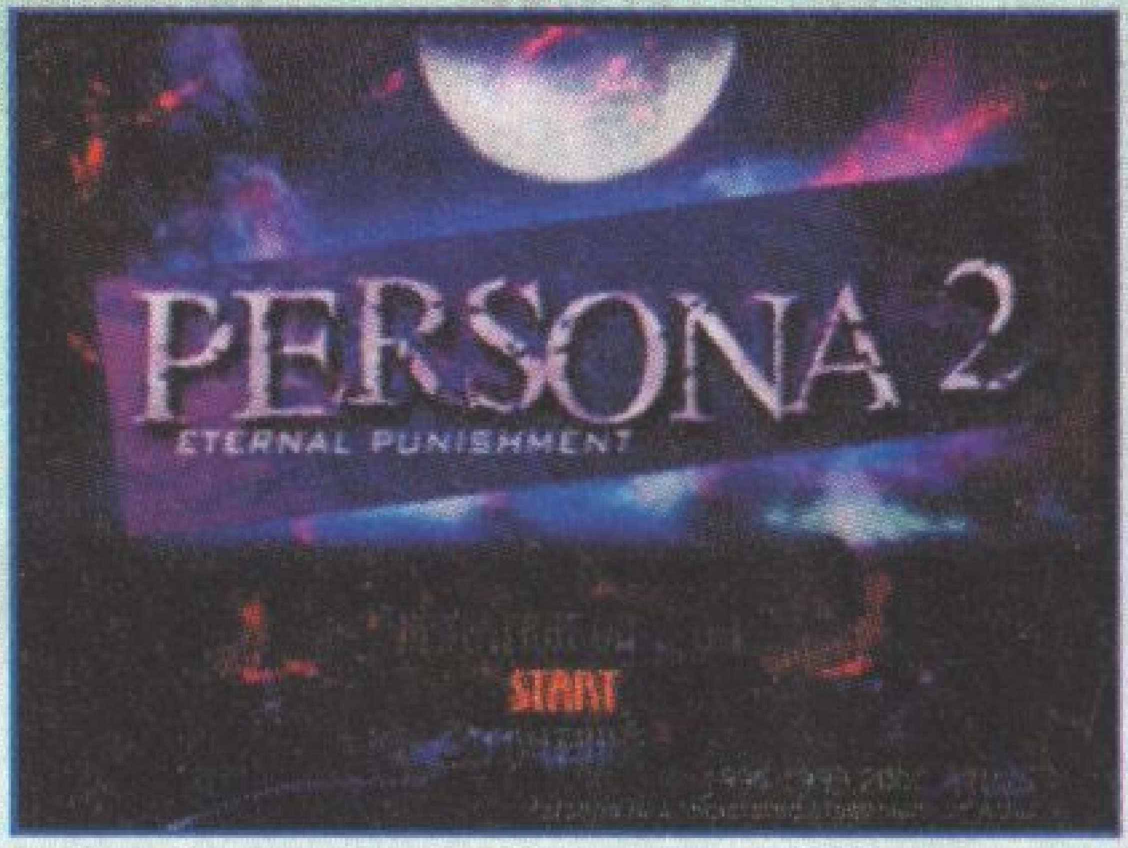
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Persona 2: Eternal Punishment disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game. Select an item by pressing the ⊗ button.

START

Starts a new game.

RESTART

This screen will appear when data is saved after the game is completed. Data collected on fusion spells, Demons and Personas from the first game can be used in this new game.



LOAD GAME

A saved game can be continued after loading the data from a Memory Card. For a detailed explanation on loading a saved game, please refer to p.12.

EXTRA DUNGEON

This will become available when certain conditions are met. It's up to you to find out when this will happen.

STEREO/MONO

Toggles the sound settings between STEREO and MONO. Please select according to the output devices used.

VIBRATION ON/OFF

Toggles the vibration function ON and OFF. This selection is not available unless a DUALSHOCK™ analog controller is connected.

Memory Card

A warning notice will appear if a Memory Card is not inserted or does not have sufficient empty blocks. Playing this game without a Memory Card is possible, but is highly inconvenient for a game of this nature.
The use of a Memory Card is highly recommended for this game. If you are using a PlayStation®2 computer entertainment system, please use a PlayStation® game console Memory Card.

Special Functions:Passwords

There may be scenes that request the inputting of passwords. To enter these passwords, please follow the directions below.

Directional Buttons	Letter selection
⊗ Button	Inputs the selected letter
◎ Button	Cancels the inputted letter
L2 Button	Previous character
R2 Button	Next character
START Button	Sets cursor to "end"

Saving/Loading

You can save your game onto a Memory Card and load it again later.

Save

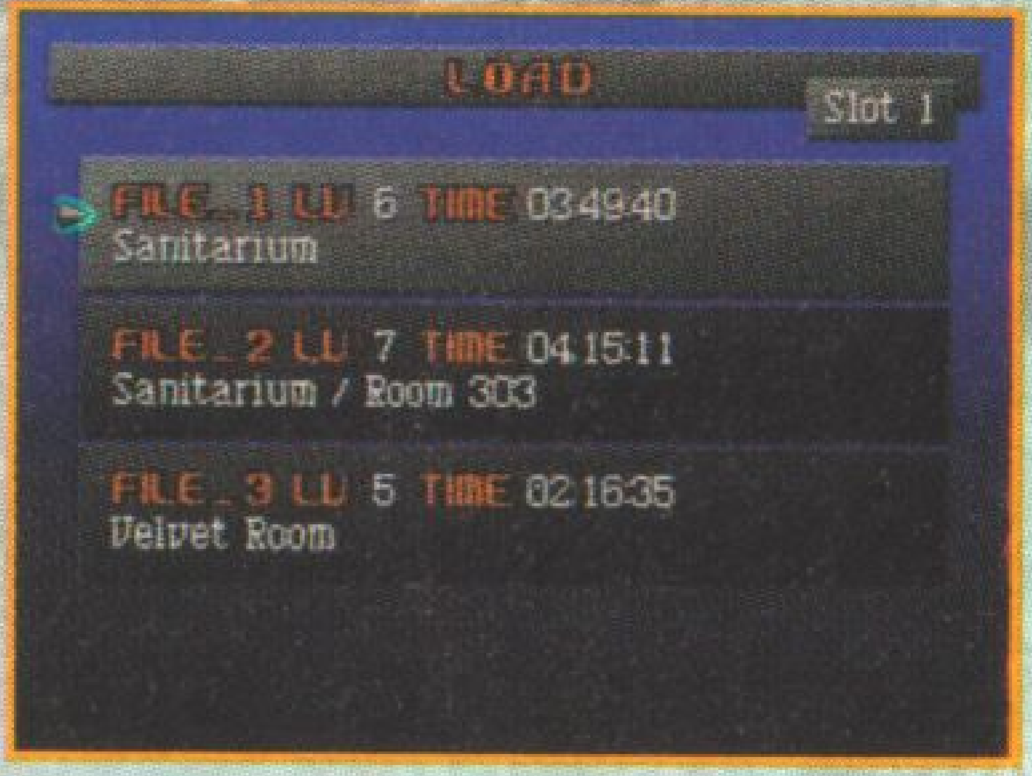
Press the ◻ button on the map screens to display the Command menu. Select SAVE and confirm your selection with the ⊗ button.
Next, select the Memory Card slot with the Memory Card and press the ⊗ button.

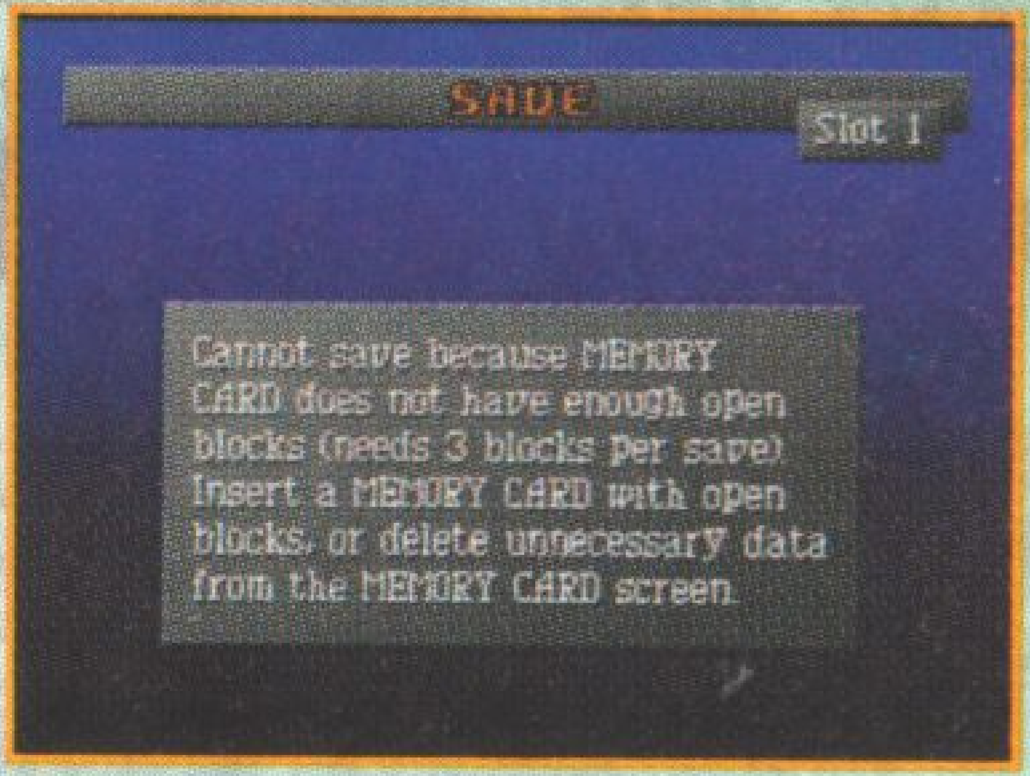
Load

Select either Load Game from the title screen or Load from the Command menu and press the ⊗ button.
After selecting a Memory Card slot, the load screen will appear. Then, select the file to be loaded and press the ⊗ button.

Memory Cards

3 free blocks are needed to save game data. A warning will appear if there are less than 3 free blocks available, telling you that you will not be able to save your game. To free up space on the Memory Card, you will need to delete data from the Memory Card.



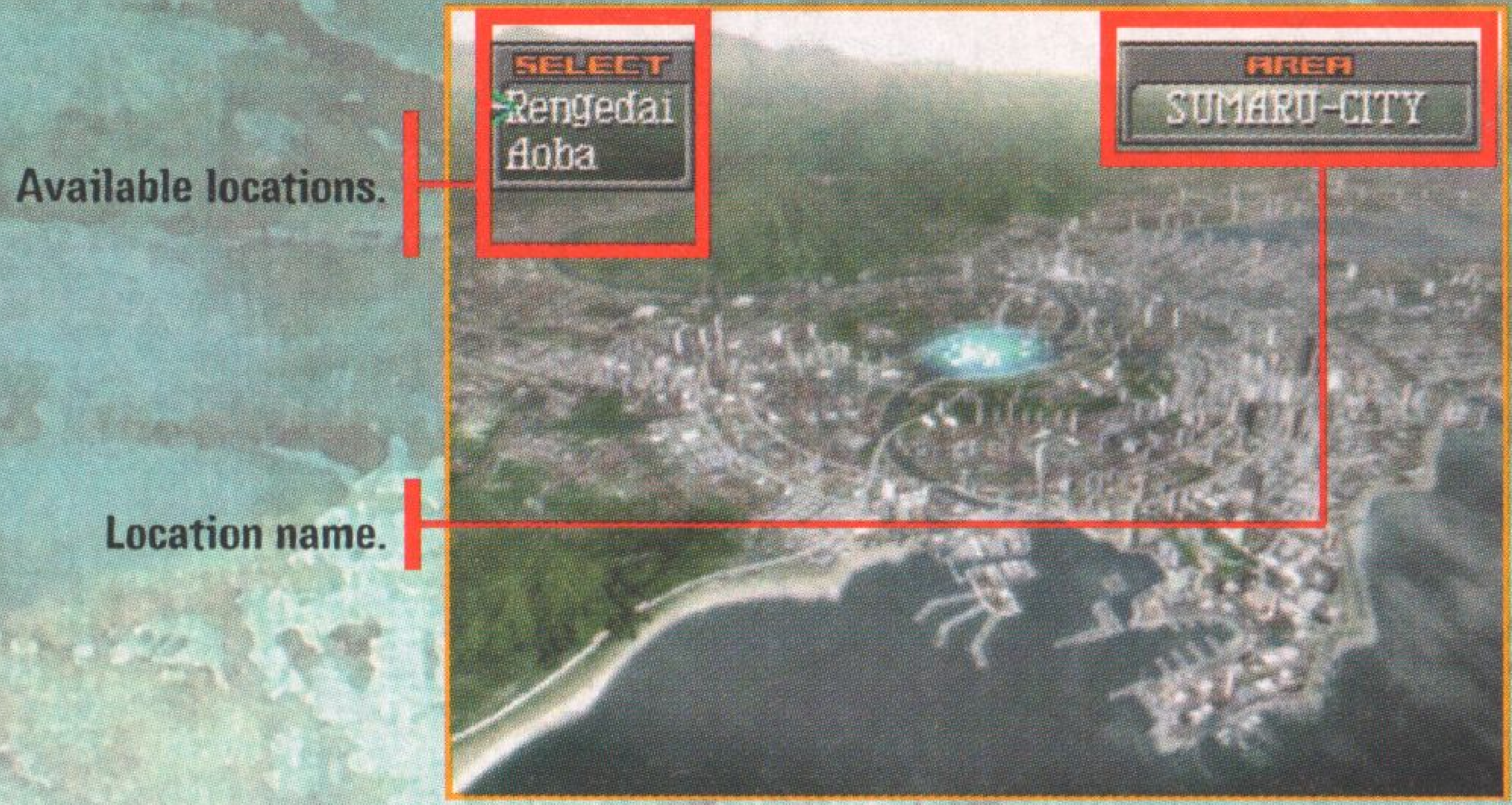


*Warning! If you select a file that already contains data, it will be overwritten. Also, there are certain events that occur during the game when you won't be able to Save your game.

Display

3 types of maps can be viewed during gameplay. They are the large map, close-up map, and 3D field. The large map zooms into the close-up map, which then zooms into the 3D field.

Large Map



1 Large Map

From the large map, each close-up map can be accessed. Different locations will become accessible as the story progresses.

2 Large Map

Select a location in the upper-left window and press the ⊗ button. This will take you to the close-up map. The names of the locations can be displayed by pressing the L1, R1, L2, R2, or △ button.

Close-up Map

1 Close-up Map

After selecting a location on the large map, a close-up map will appear. On the close-up map, the main characters will be visible as green symbols. Accessible locations will be indicated when you near them, and can be entered by pressing the ⊗ button when "in" appears. The name of the places can be viewed by pressing the L1, R1, L2, R2, or △ button.

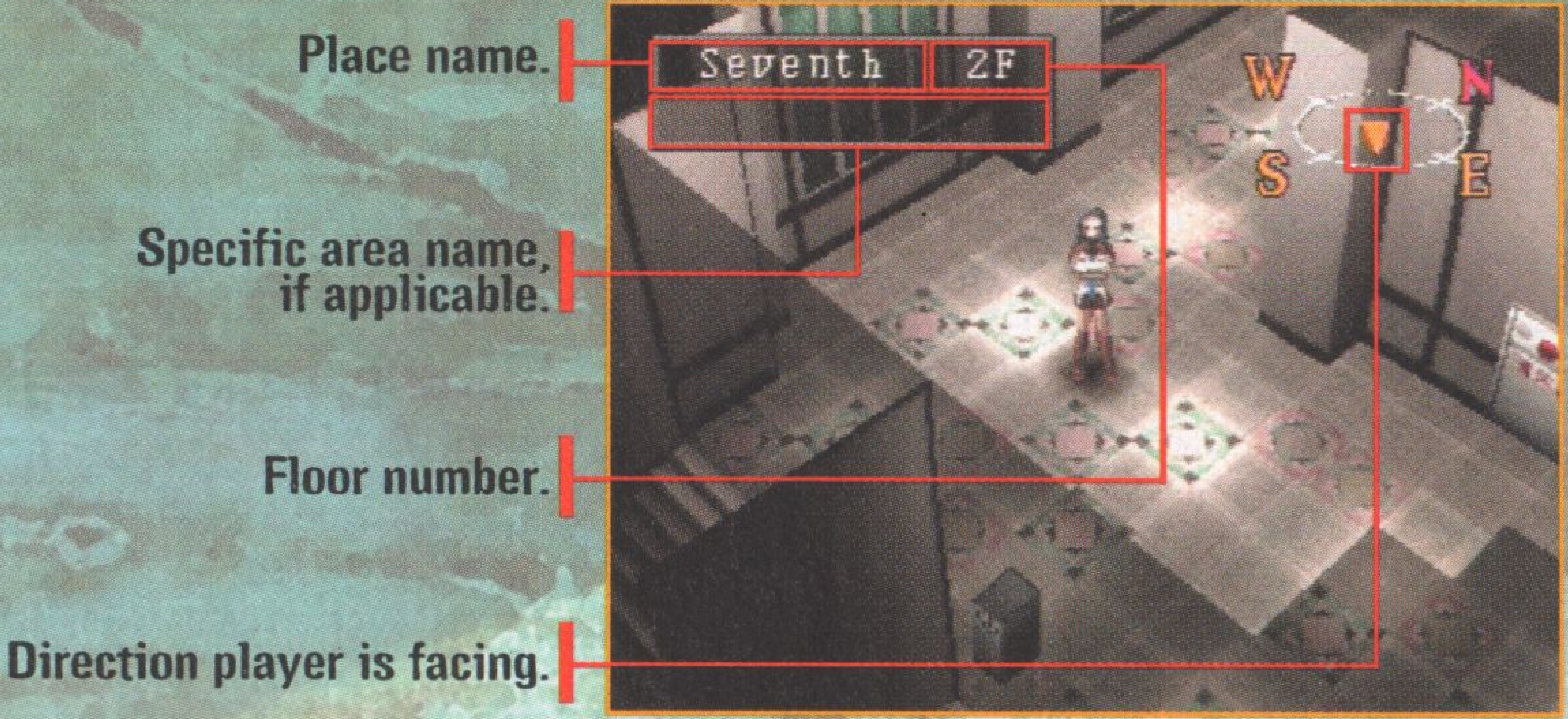
2 Close-up Map

The blue symbol represents the people who live in that town. When you encounter one of them, the option "talk" will appear. You can talk to them by pressing the ⊗ button.

3 Close-up Map

"Exit" will appear if you try to leave the map. Pressing the ⊗ button will allow you to return to the large map.

3D Field



1 3D Field

When a character enters a location in the close-up map, the 3D map will appear. The character can run by pressing the ○ button while moving with the directional buttons. If there is a person on the map, you can talk to them by pressing the ✕ button when near them. The ✕ button is also used to examine suspicious areas.

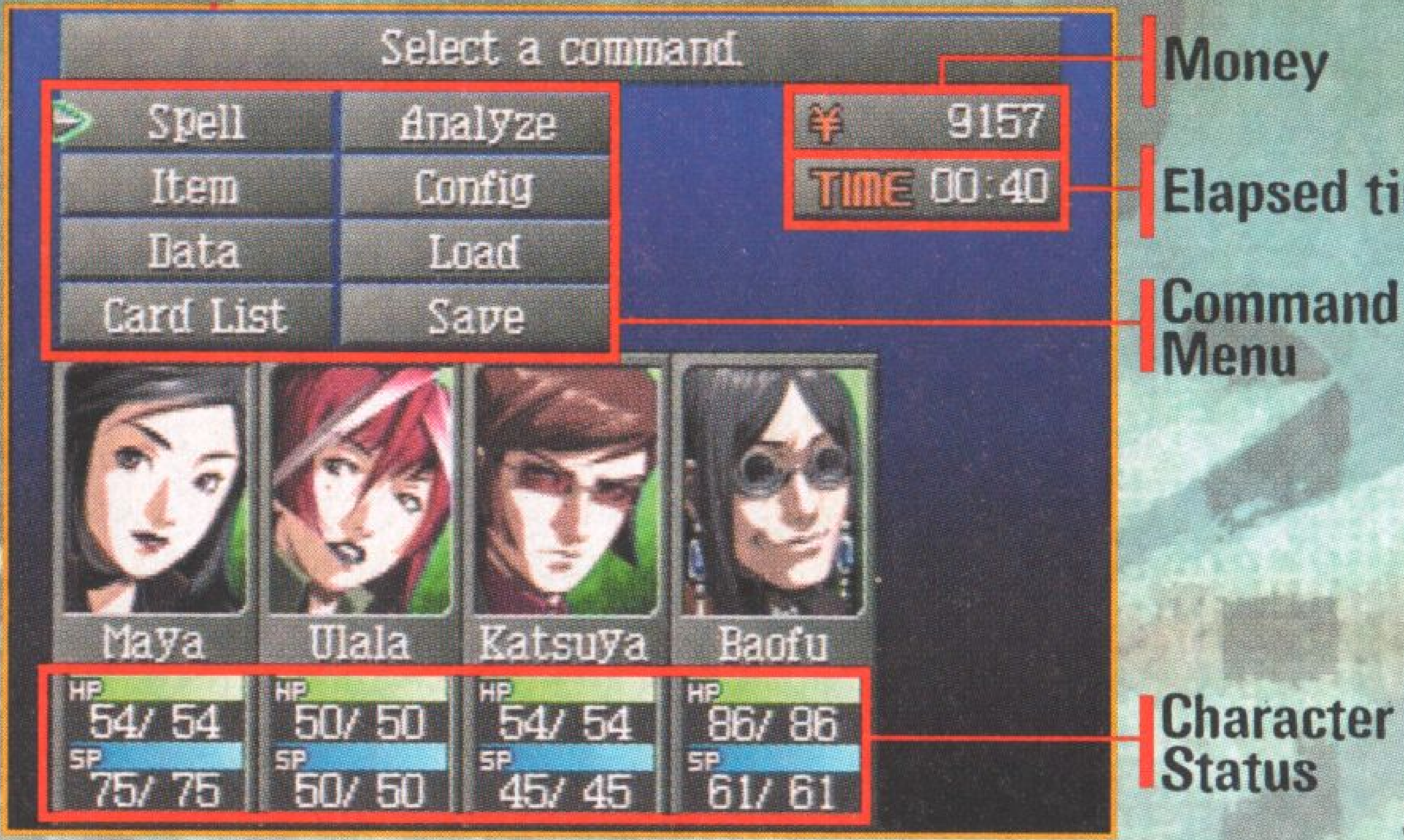
2 3D Field

From the 3D Field map, pressing the △ button will display an automap. The automap automatically records your progress through the map. The L1 and R1 buttons will switch floors, and the L2 and R2 buttons will zoom in and out. Pressing the □ button while in a magnified view will turn the cursor back into the player character. In a reduced view, the ✕ button will magnify the area within the limits of the cursor. The map can be scrolled quickly by pressing the ○ button with the directional buttons. To return to the 3D field, press the △ button again.

Command Menu

Pressing the □ button in areas where the main characters are controllable will access the Command menu. The main characters' status, weapons, and items can be viewed in the Command screen.

Command Screen



Command Menu

Provides a list of helpful commands.

Character Status

Displays each character's HP and SP. To show more information, refer to Character Status from the Command Menu.

Money

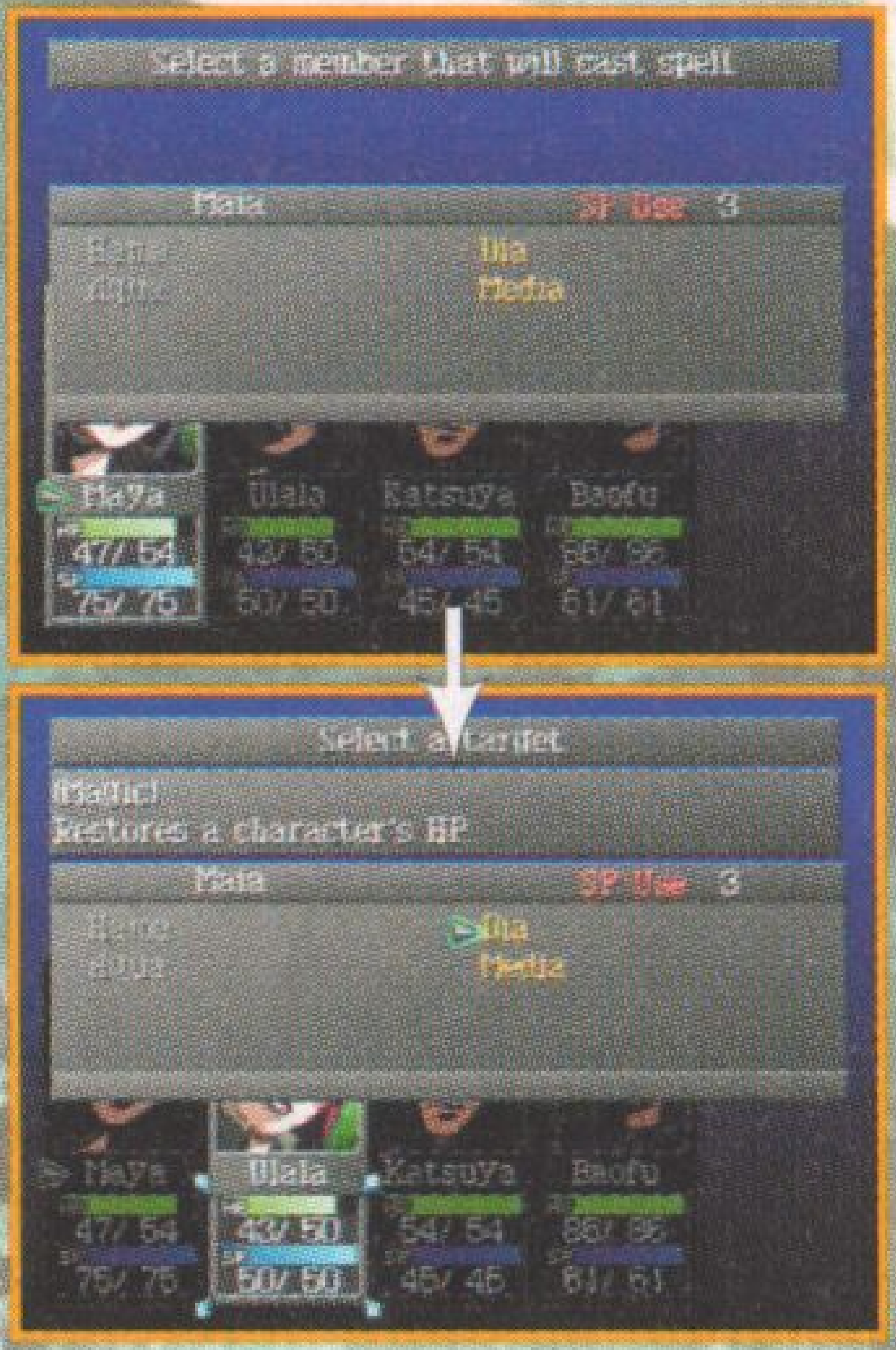
Shows the party's money on hand. The currency is in Japanese Yen.

Elapsed Time

Displays the total time of game play.

1 Spells

After selecting a character to use a spell, press the ⊗ button. Then select the spell to be used, and press the ⊗ button. If the spell selected requires a target, select the target by pressing the ⊗ button.

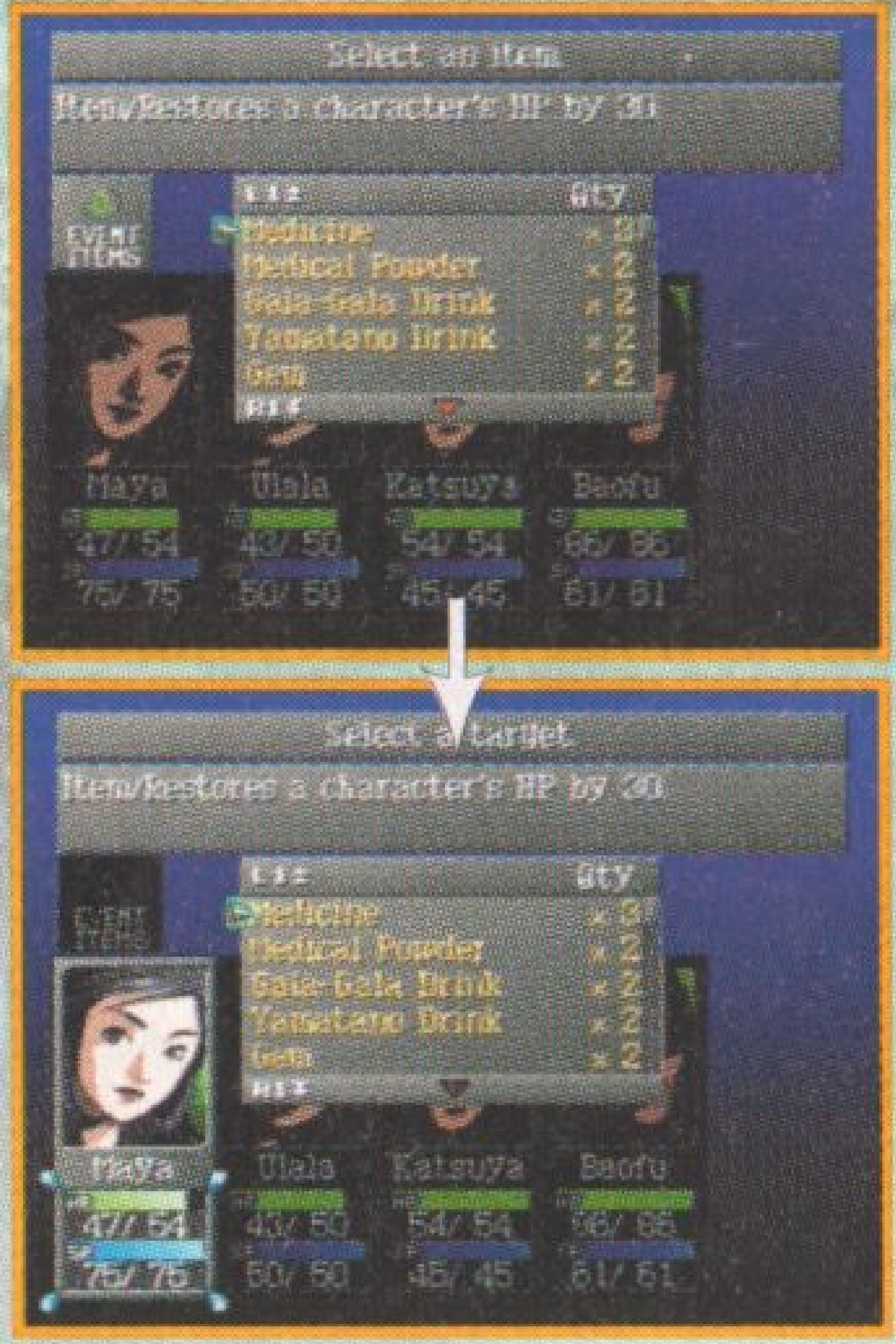


2 Spells

Spells in gray are not currently usable, and spells in white are not useful at that time.
The top portion of the spell window indicates the Persona being used and the amount of SP it will consume.

1 Item

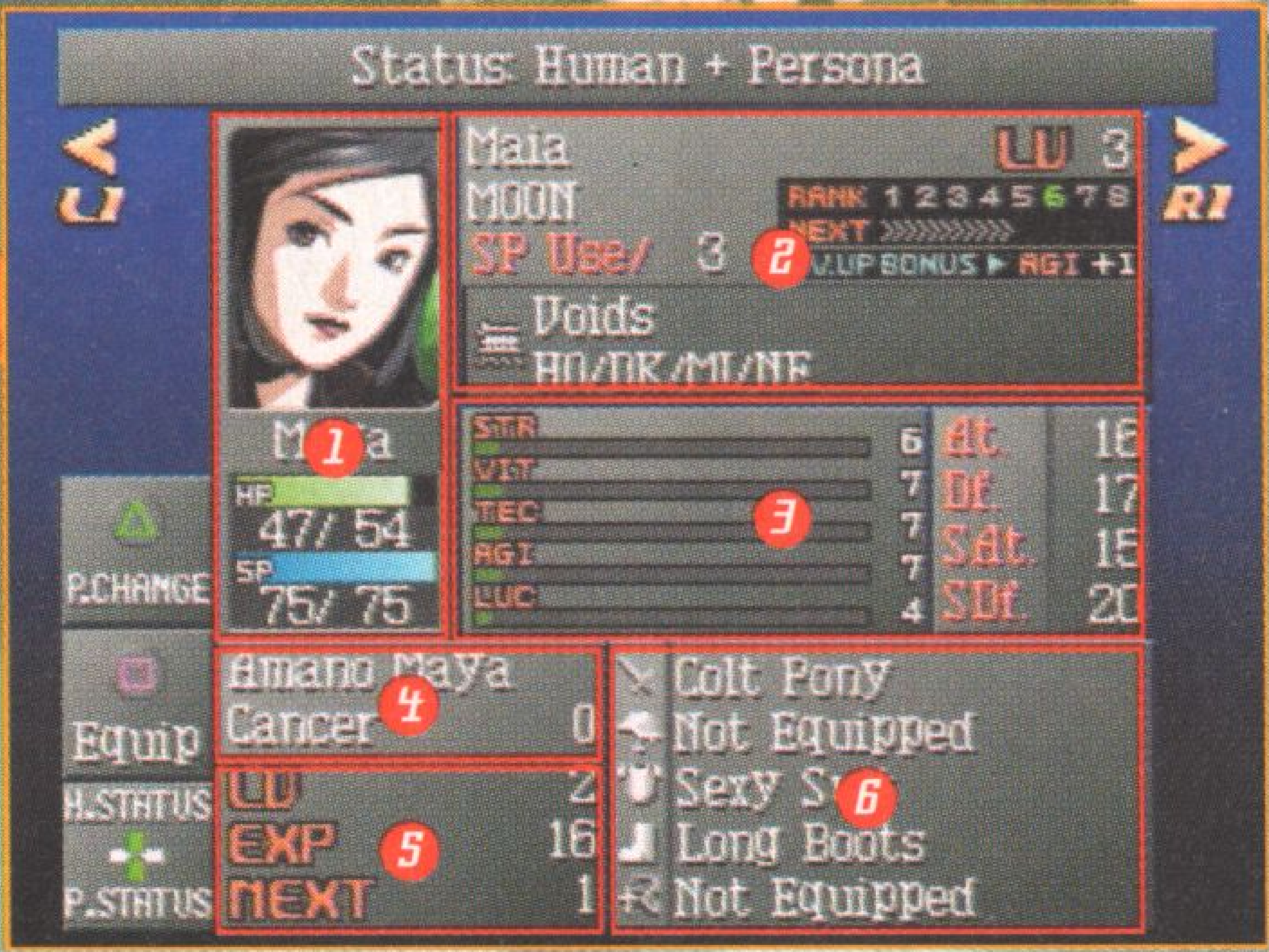
Displays the party's items. Select an item by pressing the ⊗ button. When the selected item is to be used for a specific character, select that character after the item has been chosen. The pages can be quickly scrolled through with the L1 and R1 buttons.



2 Item

If the △ button is pressed in the Item screen, the menu will change to the Event Items screen. These are obtained from events and can be very important, but are not usable here. A description of the item will be displayed when the item is highlighted. The pages can be quickly scrolled through with the L1 and R1 buttons.

Character Status



A detailed Status screen appears when a specific character is selected. The statistics of both the character and the Persona will be shown. Pressing up or down on the directional button toggles the display of only the character's or Persona's status. You can toggle between characters and Personas with the L1 and R1 buttons. The Persona change screen can be accessed with the △ button, while the ▢ button accesses the Equip screen.

1. Displays character portrait, name, HP, and SP.
2. Displays Persona's statistics.
3. Displays character's statistics.
4. Displays character's full name, birth sign, and blood type.
5. Displays character's level, experience points, and experience needed for next level.
6. Displays weapons and protective accessories currently equipped by the character. These affect attack and defense strength.

STR	Strength, affects direct attack strength.
VIT	Vitality, affects defense strength and rate of HP increase
TEC	Technique, affects attack and defense of spells, and the 'rate of SP increase.
AGI	Agility, affects dodging and attack order.
LUC	Luck, affects various things.

AT	Effectiveness of physical attacks.
DF	Defense against physical attacks.
SAT	Effectiveness of spell attacks.
SDF	Resistance to spell attacks.

Persona Change

You can change the Persona to be activated by selecting one from the list of Persona cards.

Personas activated by other characters are not selectable.

Some Personas are not compatible with certain characters and are displayed in gray.

The Persona's detailed status can be displayed by pressing the ▢ button.

Equip

1 Items in this list can be used to equip characters. The categories are recommendation, weapons, headgear, armor, leggings, and accessories.

2 To change equipment, select the item to be changed with the ⊗ button. Select the new item from the list. The statistic changes from the new item will be displayed. Change to the new item by pressing the ⊗ button again.

3 If recommendation is selected, the strongest item for attack and defense will be equipped automatically. Accessories are not equipped with the recommendation command.

Card List

The Tarot, Persona, Material, Spell, and Incense cards can be displayed. After selecting Card List, select the card type to be examined. For Persona cards, detailed information can be viewed by pressing the ⊗ button when the list is displayed. The pages can be quickly scrolled through with the L1 and R1 buttons.

Analyze

Information on Demons, summoned Personas, and learned fusion spells can be examined. Select the information to be viewed with the ✕ button.

Demon

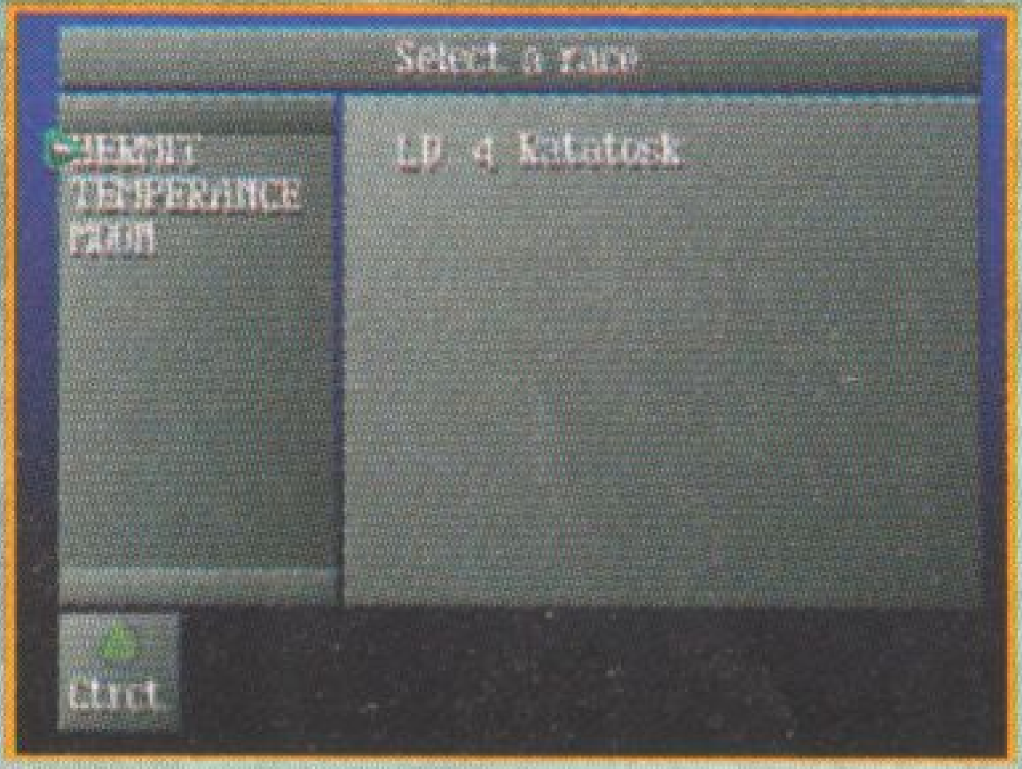
First, select the Arcana that the demon belongs to. Next, select a demon and its information will be displayed. Pressing the left and right directional buttons will change the information displayed. Pressing the L1 and R1 buttons switches between demons. Pressing the □ button will display a list of demons that are currently contracted.

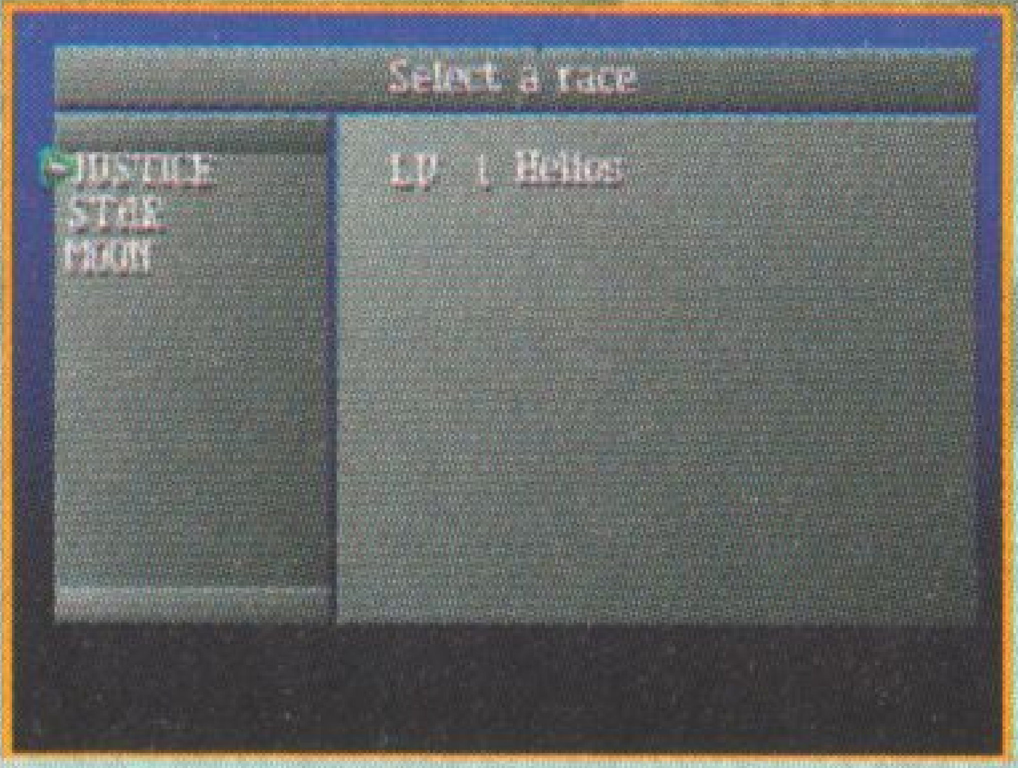
Persona

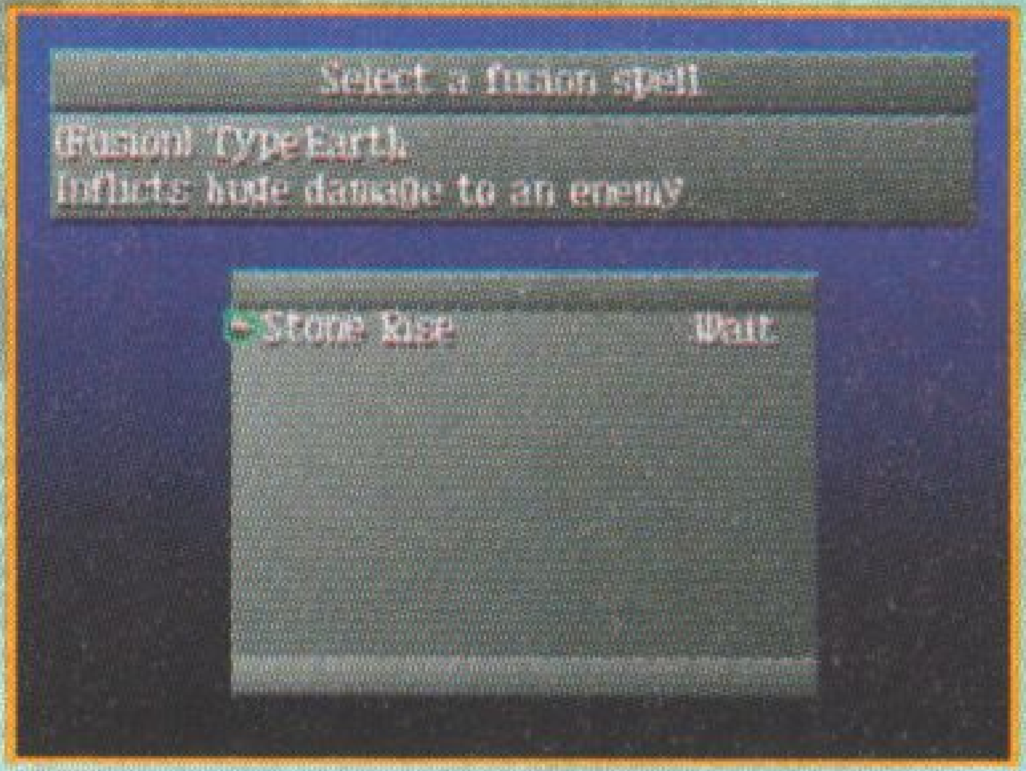
First, select the Arcana that the Persona belongs to. Next, select a Persona and its information will be displayed. The information displayed can be switched with the left and right directional buttons.

Fusion Spell

A list of Fusion Spells learned will be displayed. Select the Fusion Spell to be examined and its prerequisites will be displayed. On this screen, the settings for the Fusion Spells can be set. Please refer to p.38 for more information on Fusion Spells.



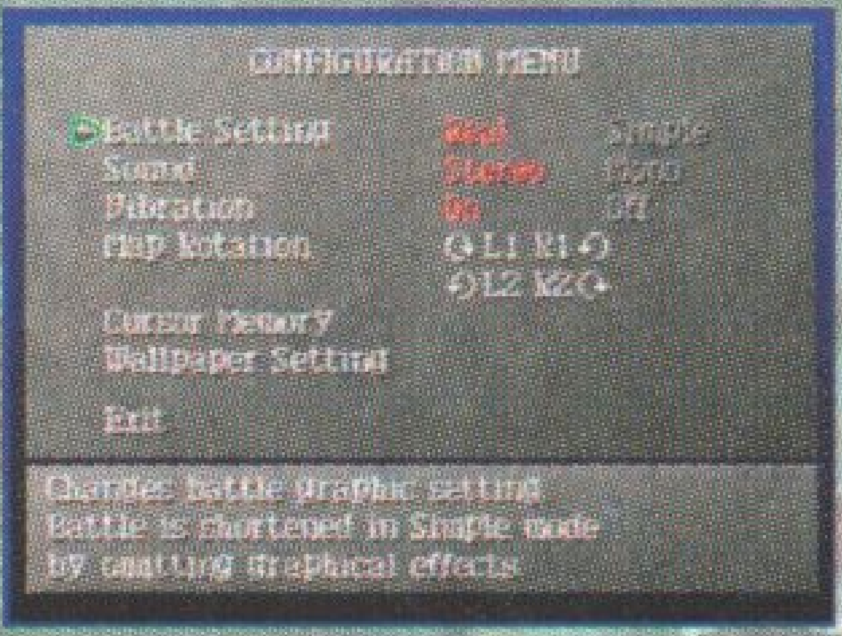


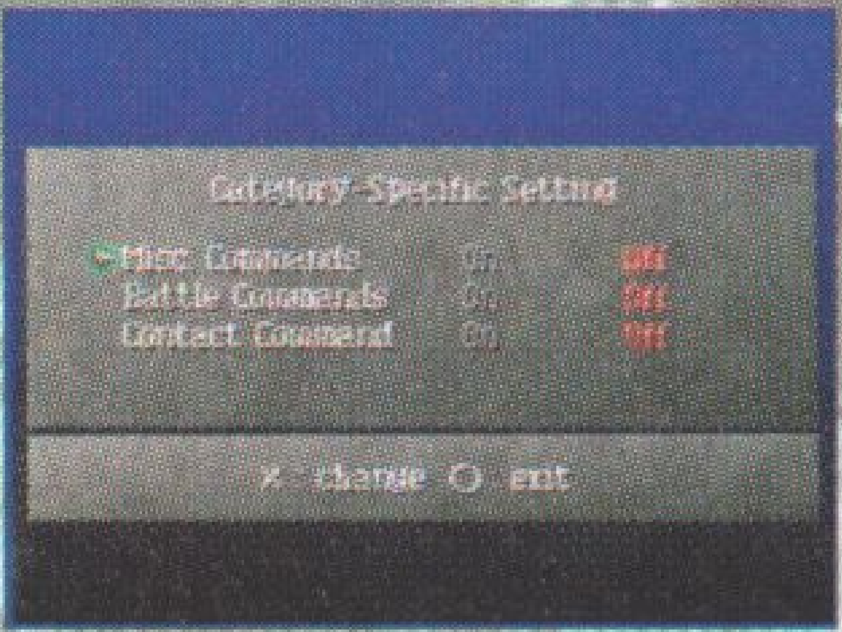


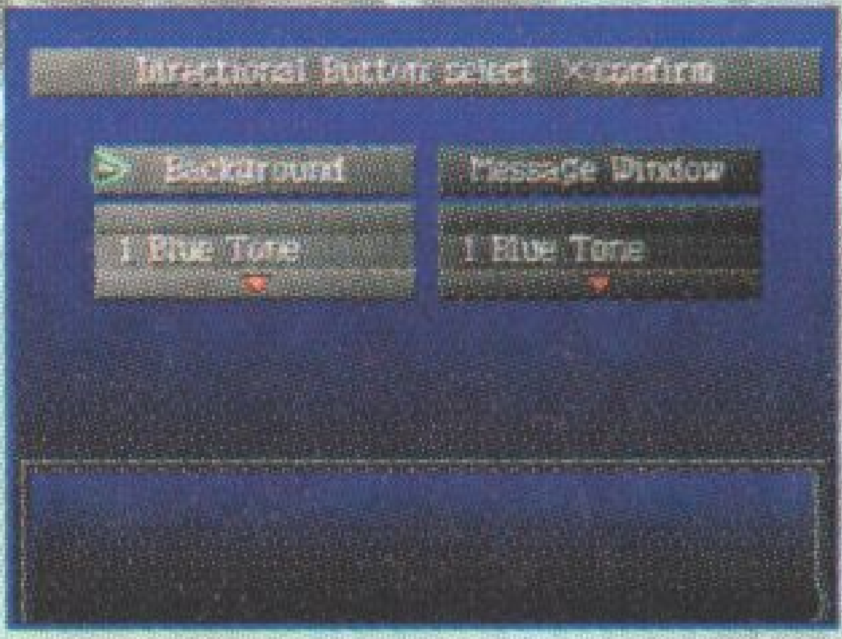
Configuration

These settings can be adjusted to change your game environment.

Configuration Commands







Battle Setup

Sets the battle screen display. Real is normal battle, and Simple is shorter, time-conserving battle.

Sound

Toggles sound output between stereo and mono. Adjust this according to your system.

Vibration

Toggles the vibration function of the Analog Controller (DUALSHOCK) on and off.

Map Rotation

The L1, L2, R1 and R2 buttons can be set to the player's preference.

Cursor Memory

Toggles this feature on and off. When on, the cursor will default to the last used command on a menu.

Wallpaper Setting

Selects backgrounds for message windows and menus.

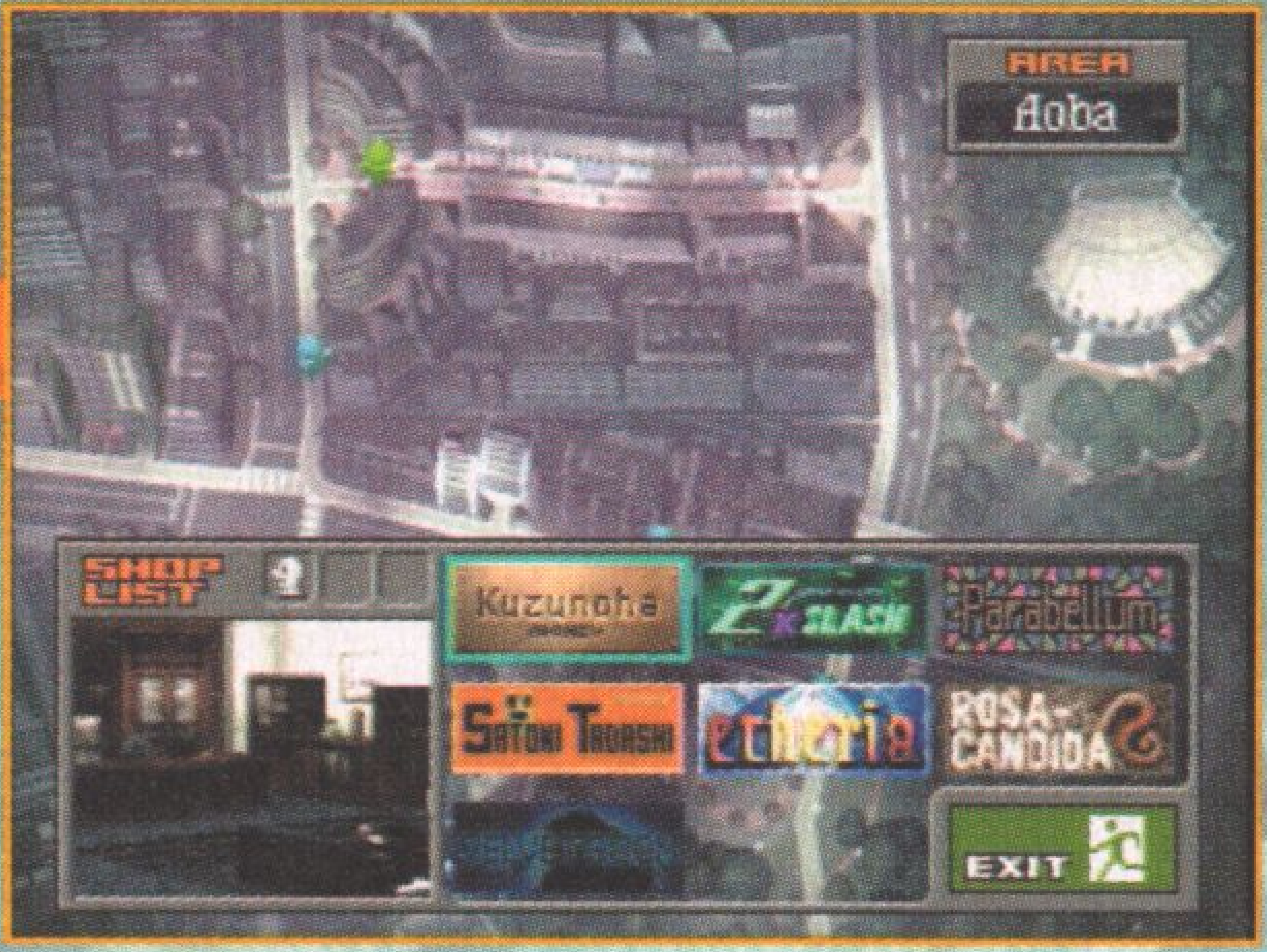
Save & Load

Generally, you can save or load anywhere the command menu can be accessed.

Refer to p.12 for a detailed explanation of saving and loading.

Shops

In the beginning, Lotus Plaza in the Rengedai Ward and Aoba Drive in the Aoba Ward are available shopping districts.



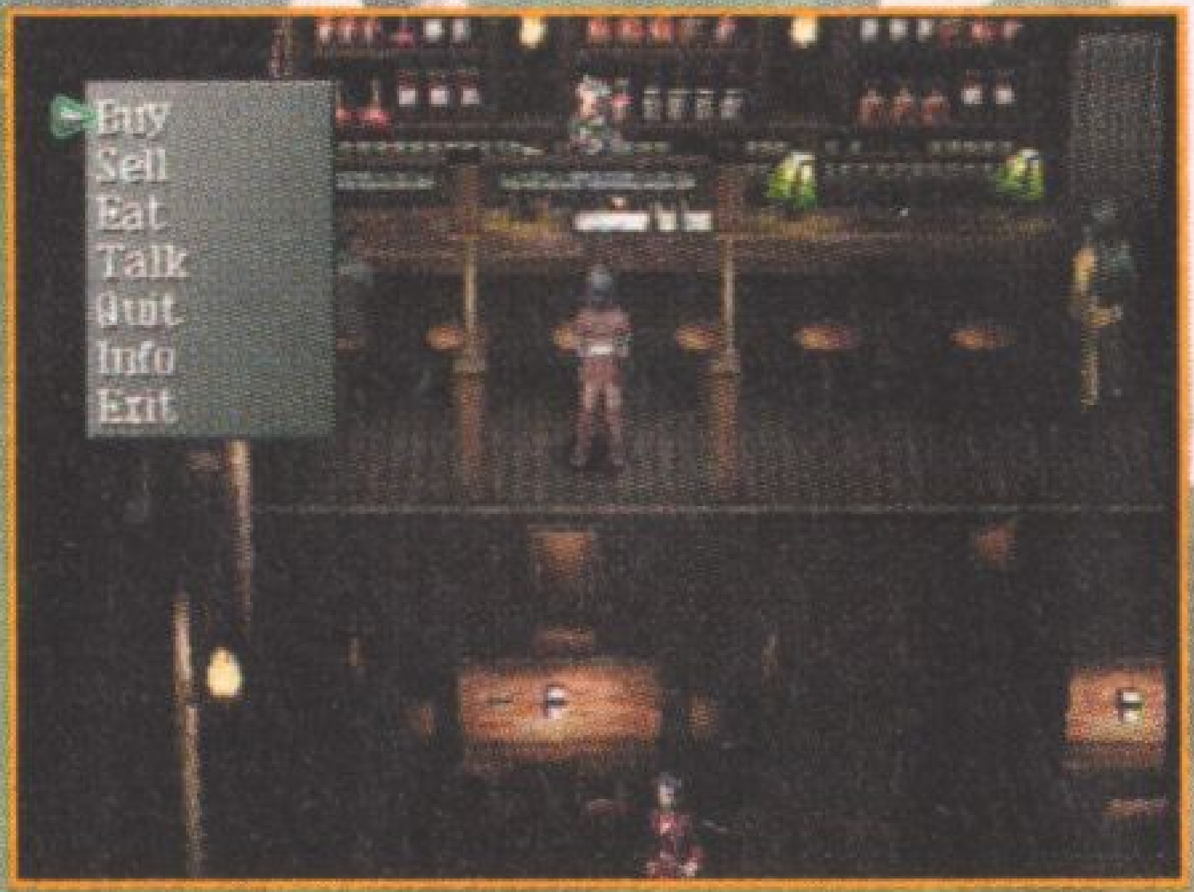
Shopping

Select a shop. An icon will be displayed showing what goods or services are available at the selected shop. Press the ⊗ button to enter. Select Exit or press the ○ button to return to the close-up map.

Shop list

Shops differ by district. Try to remember what the shops offer; it will make things much easier for you.

- 2X Slash
- Parabellum
- Kuzunoha Agency
- Rosa Candida
- Satomi Tadashi
- Gatten Sushi
- Kaori



Buying and Selling

Items, weapons, armor, and accessories can be bought in shops. It is also possible to talk to the employees.

1 Buying Items

Position your character in front of the employee or the counter, and press the ⊗ button. Select Buy from the Shop Command menu that appears.

2 Buying Items

A list of items will be displayed. Select from the items with the up and down directional buttons and the quantity with the left and right directional buttons. Press the ⊗ button to make your purchase.
Items in gray are not available for purchase yet.
The pages can be quickly scrolled through with the L1 and R1 buttons. When buying equipment, the changes from the new item will be displayed. This is a helpful reference when buying new equipment.

1 Selling Items

Position your character in front of the employee or the counter, and press the ⊗ button. Select Sell from the Shop Command menu that appears.

2 Selling Items

A list of items will be displayed. Select from the items with the up and down directional buttons and the quantity with the left and right directional buttons. Press the ⊗ button to confirm your sale.
The pages can be quickly scrolled through with the L1 and R1 buttons.

Various Places

During the game, other places will become available besides where items are bought and sold. Some of them are introduced here.

Healing Shops

HP and SP can be recovered at Kaori and Etheria. After talking to a store employee, select Heal from the Command menu. If Talk is selected, a conversation will begin.

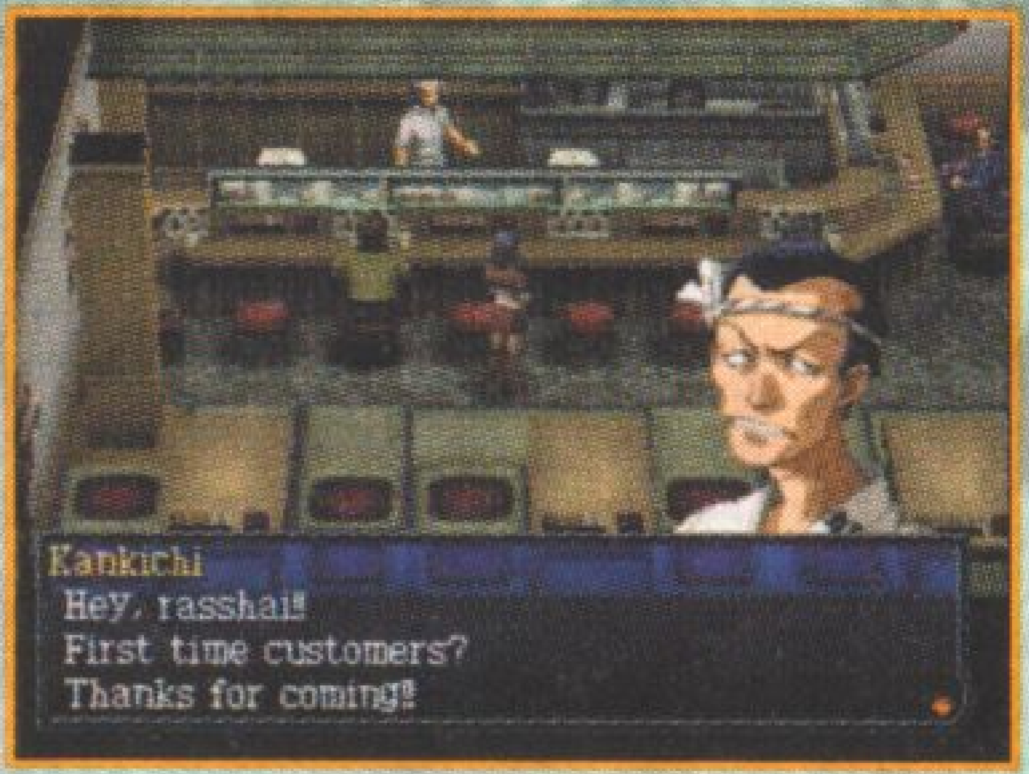
Restaurants

Meals can be eaten at Gatten Sushi and 2X Slash. After talking to an employee, select Eat from the command menu. Then, select the character and their meal. Their statistics will increase for a set period of time according to the meal eaten. Another meal cannot be eaten until the effect of a previous meal has disappeared.

Search Agency

You can receive an assignment to find a missing person at Izakaya Shiraishi.

The name and characteristics of the missing person will be provided. Use this information in your search. Talk to people, and if the person you are talking to matches the description, try talking to them again. If they are the missing person, they will respond. The search ends when you are able to enter their name. Your reward can be picked up at Izakaya Shiraishi.



Others

Places other than the ones introduced, such as the Kuzunoha Detective Agency (refer to p.25) and the Velvet Room (refer to p. 26) will appear. As the game progresses, places that modify weapons and protection will become available, as will places that affect encounter rate and contacts.

Rumor

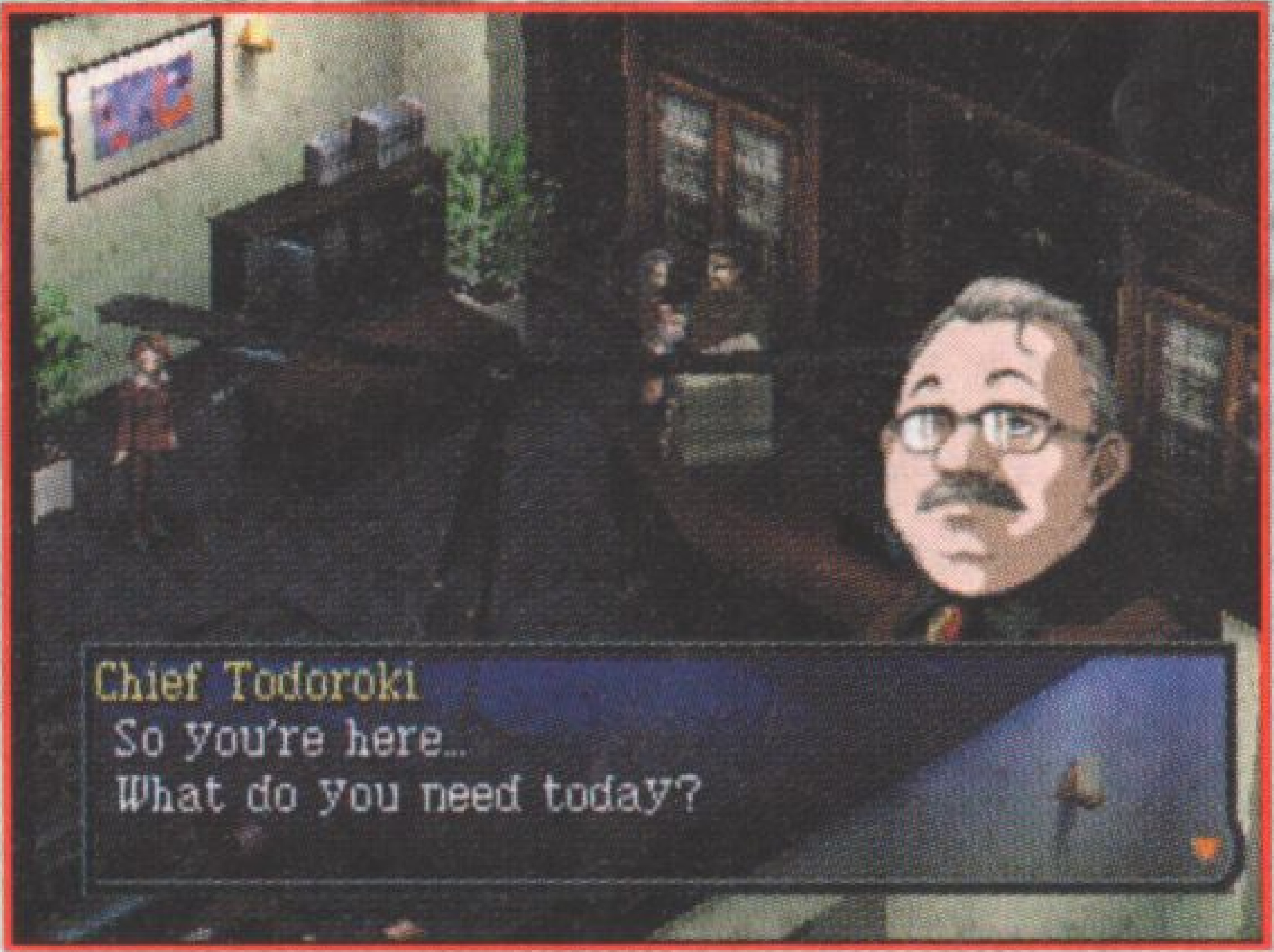
Sumaru City, where the story takes place, is in the midst of some very strange happenings. Rumors have this habit of coming true. There are many types of rumors that will change the fabric of the city that you've come to know. The manipulation of these rumors have a dramatic effect on reality.

1 Spreading Rumors

First, look for rumors that you want to spread. The rumormongers are the origin of rumors. When you talk to them, they will mention new rumors in exchange for the rumors that you know. Be aware that some rumors may sound similar, but may differ ever so slighty.

2 Spreading Rumors

After an original rumor is obtained, go to the Kuzunoha Detective Agency on Aoba Drive and request to have the rumor spread. A list of rumors will appear while talking to Chief Todoroki. Select the rumor to be spread by pressing the ⊗ button. Next, select the details of the rumor and pay the fee for your request. This rumor will spread through town and become reality.



Note on Rumors: Some rumors are only slightly different.
Think of what's really necessary to spread rumors.

Velvet Room

Here, the main characters' other personalities, or Personas, can be summoned.
Inside, the master of the Velvet Room, Igor, is able to summon and activate Persona. Here, you can ask all your questions about the Persona.

Demon Artist

He is an illustrator who draws the gods and monsters that live within the hearts of men. He possesses the ability to draw on special Free Tarot cards, and turn them into any tarot card you wish.

Belladonna

She is a singer who has shut out all worldly sounds in order to sing a song that soothes the hearts of the Persona users.

Nameless

A pianist who had his eyes sealed shut so he can play music that opens up the hearts of the Persona users.

Igor

A medium who uses tarot cards to summon the Persona from deep within the hearts of his subjects. He is a mysterious man without a past, who seems to be a servant to someone.

Persona

The Personas are at the core of this story and their use will greatly affect the progress of the story. We recommend that you fully understand the use of the Personas before starting the game.

Summon	Igor is the only one who can summon the Personas. Using the tarot cards, he calls upon the Persona from the deep recesses of the mind.
Activate	A summoned Persona must be activated, or made ready for invocation.
Invoke	Calls forth the Persona you've activated.
Persona Card	A Persona that was summoned by Igor, but not activated, waits in the form of a card.
Tarot Card	A card necessary to summon a Persona. They can be gained through contact with demons.
Free Tarot	A blank tarot card that can be drawn on to create a new tarot card.
Material Card	A card necessary to summon special Persona.
Spell Card	A card used while summoning that allows the Persona to learn a new spell.
Incense Card	A card used while summoning that increases the Persona's statistics.

Using the Free Tarot: When negotiating with a contracted demon, a special card called a Free Tarot is received along with the regular tarot card. When given to the Demon Artist, he will paint whatever card you want. Some tarot cards can only be acquired in this way.

Summoning Personas

It is necessary to follow a specific process to summon a Persona. Here, the process will be introduced.

1 Summoning

Perform a contact when an enemy is encountered and earn a tarot card.

Depending on the Persona, the type and quantity of tarot cards necessary will differ. Try to collect the appropriate tarot cards for the desired Persona.

2 Summoning

Talk to Igor in the Velvet Room after collecting the necessary cards. Select Summon from the Command menu.

3 Summoning

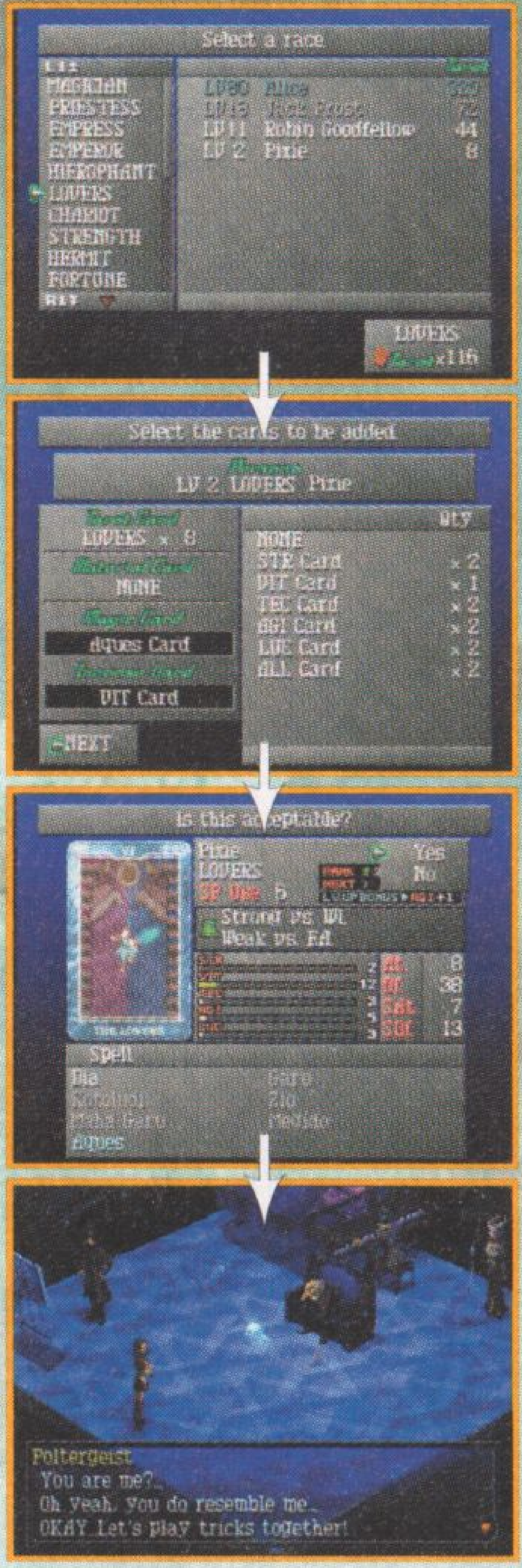
Select the Persona to be summoned from the list. The Persona names in gray cannot be summoned, because either the main character's level is too low, there are insufficient cards, or they've already been summoned. Some Personas will be listed in blue, noting that they require a Material Card to be summoned.

4 Summoning

Next, select the Spell and Incense Cards to be used. To summon certain Personas, a unique, specific Material Card is required. Spell and Incense Cards are not required to summon Personas.

5 Summoning

A new Persona is summoned after Igor performs a séance. A summoned Persona turns into a Persona Card and goes into the party's inventory. Aside from the party's inventory, Igor has the ability to store up to 24 Personas. If there are no available spaces, summoning will not be available.



6 Summoning

The Personas in Igor's inventory can be transferred to the party's inventory by talking to Igor and selecting Swap/Return.

7 Summoning

The party's and Velvet Room's inventory windows will be displayed. Select the inventory with the ⬅ and ➡ Directional buttons, and Personas with the ⬆ and ⬇ Directional buttons. Select a Persona from the Velvet Room's inventory to swap and select an open space in the party's inventory. The Persona will be moved to the party's inventory.

If you select a space occupied by a Persona, the Personas will switch places.

If the old Persona was activated, the new Persona will be activated as well.

8 Summoning

The Persona can be activated from the Persona change screen. Press the ⊗ button in the individual data to bring up the Persona change screen. Select a Persona to be activated from the list of Personas.

9 Summoning

Once a Persona has been activated, it can be invoked at any time during battle (refer to p.35). If you have a Persona Card, the Persona to be activated can be changed.

Persona Status

The Persona's status can be seen from the status screen, Persona change screen, and analyze menu. The spell inventory and personality/comment section can be switched by using the Left and Right Directional buttons.

Persona Status Screen

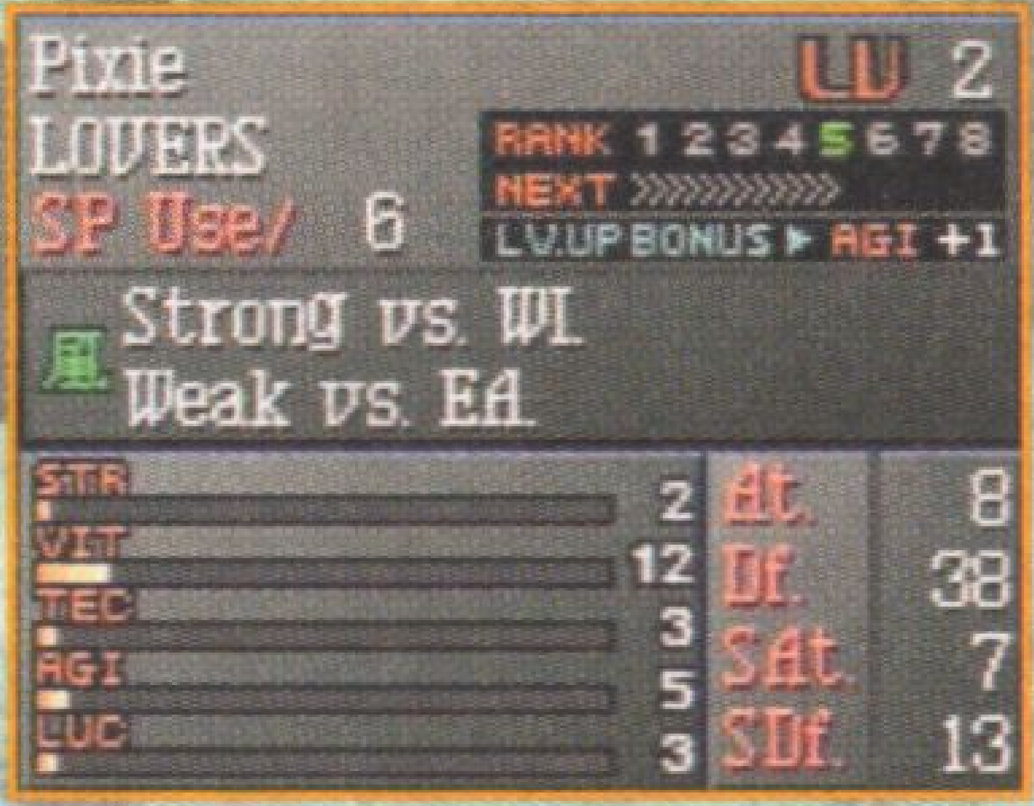
1. Persona's portrait
2. Persona's name
3. Persona's Arcana
4. SP needed to invoke
5. Persona's level
6. Persona rank and requirements for next rank
7. Bonus at next level
8. Persona's defense compatibility
9. Persona's statistics
10. Spell inventory, personality/comments section

Effects of Activation

A character's status will change depending on their activated Persona. There are 3 things that change significantly. They are their statistics, the level bonuses that are added to their statistics and defense compatibility.

Statistics

Statistics are the average of the human's and their Persona's statistics. When the Persona's statistics are greater than the human's, the human's statistics increase by that average value. Alternately, when the human's statistics are greater than the Persona's, the human's statistics decrease. Therefore, it's a good idea to pair a stronger Persona with a weaker human.



Defense Compatibility

The activated Persona's defense compatibility becomes a quality of the character. This compatibility will differ for individual Personas. For details, refer to the status screen.

Invoking a Persona

Once a Persona is invoked, any spell used will expend the same amount of SP. This value is set for each Persona and will not change with level or rank.

This may differ depending on their compatibility with the character.

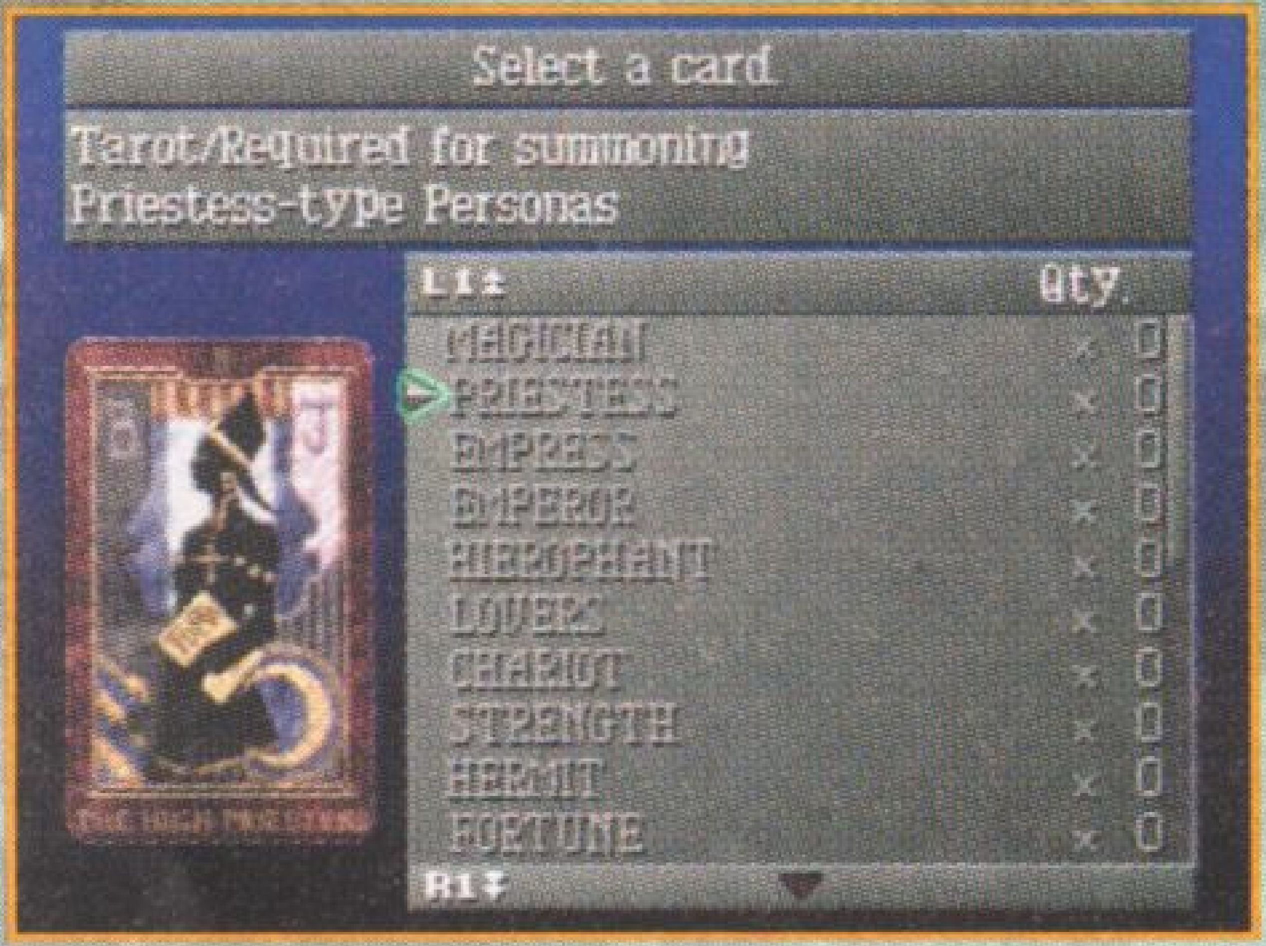
Compatibilty with Persona

Humans and their Personas should be compatible. When incompatible, the SP cost of invoking a Persona increases, in some cases it is not even possible to activate them. Conversely, the SP cost of invoking a Persona decreases when they're compatible.
When compatibility is high, the Persona may exhibit special powers.

Arcana

Tarot cards, demons, and Personas each have an attribute called arcana that affects each other. The arcanum of the tarot card needed to summon a Persona is the same as the Persona's arcana.

More tarot cards can be gained by contacting higher-level demons. Many cards are needed in order to summon higher-level Personas.



Persona Growth

Each Persona has a rank between 1 and 8 that increases when invoked. Personas that are activated for the first time begin at the 1st rank.

Full Inventory

1. The party's inventory can hold 10 cards, and the Velvet Room can hold 24 cards. If the inventory becomes full, it may be necessary to return (delete) some Personas.

2. Speak to Igor and select Swap/Return. The inventory window will be displayed. Select the Persona to be returned and select Return.

3. A small bonus can be received when returning a Persona whose rank is 8. So, it's wise to increase your Persona's rank to 8 before returning them.

Encounters

Exploring Sumaru City will lead you into many encounters with various enemies. You'll have to fight, run or talk your way out of these many encounters.

Screen Explanation

1. Battle commands
2. Battle field
3. Party status

Battle Commands

You can fight or contact the enemy using the battle commands. Select the desired command from the menu.

Battle	Starts battle with the set strategy
Strategy	Sets each character's battle action
Contact	Begins negotiating with demons.
Analyze	Examines the encountered demon's data.
Config	Adjusts the game environment.
Retreat	Flees from battle.

Battle Field

This is where the party and demons fight. The characters' positions change depending on the situation and their actions.

Party Status

This box displays each character's current HP and SP. This box will also provide messages on the characters' status.

Battle System

Battles are semi-automatic. When battle begins, it will proceed automatically as long as no buttons are pressed. Since each character's actions can be set beforehand, plan your strategy well.

Course of Battle

1 As battle commands are executed automatically when encountering an enemy, select strategy and set each character's action. This strategy should be set according to the opponent and the party's condition.

2 When the strategy has been selected, select Battle from the battle commands. The characters will act according to these settings when their turn comes. This will repeat until either side dies or flees.

> When battle mode is set to single, the battle commands must be re-entered each turn.

3 If the ◎ button is pressed during battle, the characters' actions will be interrupted and the battle commands can be adjusted. This can be used to heal injuries or to change the attack strategy. These new settings will replace any previously entered.

4 Battle ends when either side has been eliminated. If the party wins, experience points, money and the occasional item will be awarded.

Battle

Battle follows the assigned strategy. If there are no interruptions, the battle will continue automatically, until all of the enemies or allies are eliminated.

Strategy

If you want to change a character's action, select Strategy. The 4 submenus of Strategy are: Action setting, Action Order, Fusion Spells, and Battle Mode.

Action Setting

The character's action can be selected. When this command is selected, the current action assigned to each character in the party will be displayed. Select the character and assign an action from the list below.

Attack	Attacks with the equipped weapon. Select a target.
Persona	Invokes Persona. Select an action and a target.
Item	Uses an item. Select an item from the list and a target.
Persona Change	The activated Persona can be changed. If a Persona Card other than those activated are possessed, it can be changed on the spot.
Status	Displays the status of the selected character and their Persona in stand-by.
Defend	Defends from enemy attacks.

Action Order

The action order screen allows you to change the order in which the characters act in combat. In general, characters and enemies with higher AGI will act first. Use this command when fusion spells are to be used or the order of action is to be changed.

Fusion Spells

The conditions needed to activate the fusion spells can be chosen from the 3 settings; Auto, Wait, and N/A. Refer to p.38 for details.

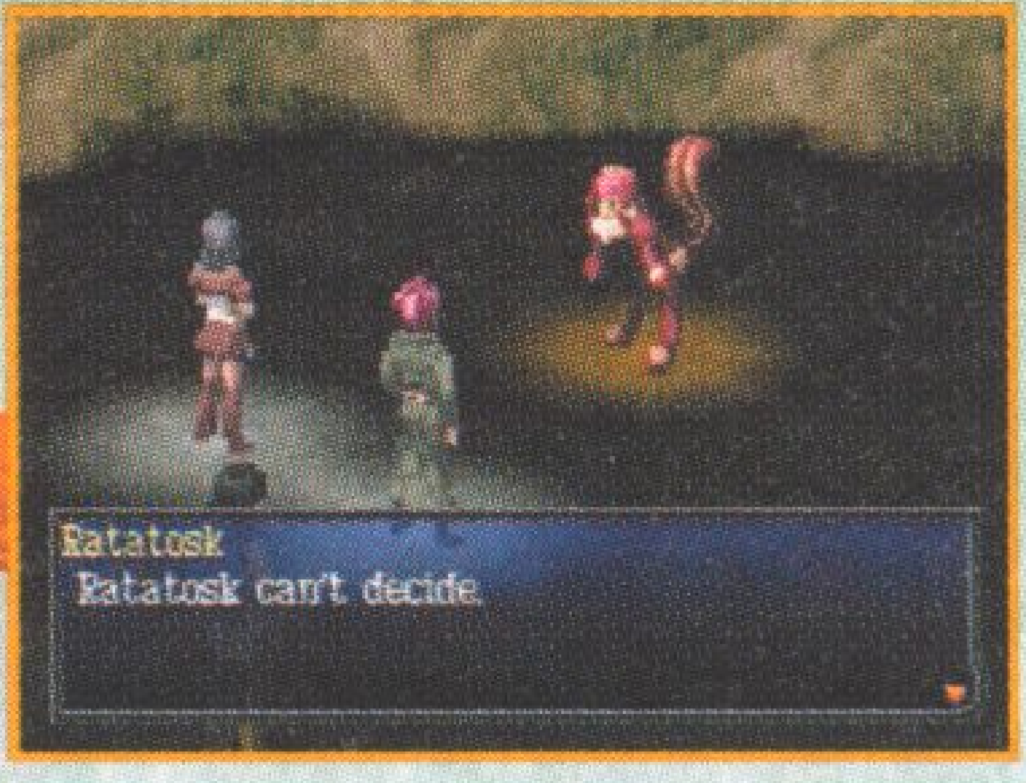
Battle Mode

The battle mode can be set or changed between 2 types; Normal or Single.

Normal	Battle will continue until one side is eliminated, unless interrupted by the player.
Single	Battle will commence turn by turn, with the player issuing commands after each turn.

Contact

It is possible to talk to and negotiate with demons that you encounter. Refer to p.42 for details.



Analyze

Displays the information about each encountered demon. Each data type has conditions to satisfy. If these conditions are not met, the demon's data will not be shown.

Config

This sets the Battle Setting, Vibration, and Cursor Memory settings in battle. For details, refer to p.21 under this same heading.

Data Heading	Condition Needed
Race/Name/Level/Graphics	Encounter demon
Various parameters	Defeat demon
Personality	Talk to demon
Comments	Contract with demon
Items	Find item

Retreat

The battle will be surrendered, and your party will retreat. Retreat is not always successful. When a retreat is unsuccessful, the battle command screen will appear after the enemy attacks.

Incapacitated?

When a character's HP reaches 0 during battle, they are considered Unconscious. They will not be able to continue participating in that battle. After combat, make sure to heal them because they will come back with only 1 HP. The character can be revived during battle by using a special item or spell.

Game Over

When all party members are Unconscious, the game is over. You will be returned to the Title Screen. The game can then be started from the last saved data.

Fusion Spells

Fusion Spells are generated from several characters casting spells at the same time. They are very powerful forms of magic. If a specific combination of spells is used during battle, a fusion spell is activated. The casting of a fusion spell can be confirmed in the Command Menu under Analyze or under Strategy in the Battle Commands menu.

1 Fusion Spells

The activation conditions for fusion spells can be set in Fusion Spells under Strategy. The 4 commands available are: Setting, Auto, Wait, and N/A.

2 Fusion Spells

If the activation conditions are met during battle, the fusion spell will automatically activate when set to Auto. When set to Wait, a confirmation message will appear before casting. If the fusion spell is to be activated on demand, set the action settings and order of the battle command the same as the activation condition of the fusion spell.

3 Fusion Spells

When the combination and activation of the fusion spell is recognized, the characters stand-by in the order of the fusion spell combination. When it is the turn of the last character's action in the combination, the fusion spell will be activated.

Setting	Specify the fusion spell, and arrange the conditions for the fusion spell activation.
Auto	When the conditions of a fusion spell are met, activation occurs automatically.
Wait	When the conditions of a fusion spell are met, the player is prompted to activate the spell.
N/A	The fusion spell is not activated, even if the conditions are met.

Beginning Fusion spell

Using the following spells in this order can activate a powerful fusion spell called "Stone Rise": 1.Maya "Aqua" ➡ 2.Katsuya "Agi" ➡ 3.Ulala "Magna"

Battle Completion

When all enemies are eliminated, battle will end and experience points and money will be awarded. Occasionally, the enemy may drop items. Battle also ends after a successful retreat or contact, but only experience points and money for defeated enemies will be awarded.

Personas that are in stand-by can grow by ranking up. Each time a Persona is used, its skill increases and its rank will increase when it reaches a certain point. When the Persona ranks up, new spells can be learned, and its statistics will increase. There are a total of 8 ranks, and the skills necessary for each rank will differ according to the Persona.

Character's Level Up

1 As experience points are accumulated, the characters will increase in level. The character's statistics will increase when the character's level increases.

2 For each level the character increases, their statistics will increase 3 points. Only Maya, the main character, can distribute these points as she wishes. The others may control the allocation somewhat by choosing the right Persona.

3 When a character advances a level, a level up screen will be displayed. For Maya, select the statistic to increase with the up and down Directional buttons, and the right Directional button or ⊗ button to distribute the points. To cancel the change, select the statistic to be decreased, and then press the ⬅ button or ◎ button. In addition to the statistic increase as a level up bonus, the Personas in stand-by will have an additional statistic increased.

Bad Status

Certain attacks from demons will cause the characters to be in bad status. This often affects battle, and depending on the type of status, be aware that various penalties will be imposed. All bad statuses, aside from poisoned, possessed and unconscious, are recovered after battle. Also, bad statuses are prioritized and you can only suffer from one at a time. When two bad statuses overlap, the status with higher priority is taken.

Unconscious

When a character's HP reaches 0, they fall unconscious and cease fighting in battle. After battle, they will reawaken, but with only 1 HP. But, revival with items or spells can be done even during battles.

Possessed

Possession occurs when an enemy demon takes a hold of a character. When the possessed character activates a Persona, there is a high probability that the possessing demon will attack instead. This continues even after battle, but it can be removed with an item or spell.

Charmed

When a character is charmed by the enemy, commands cannot be given and they will attack their allies. Each turn, the character has a chance to recover from the charm, or the character will recover after battle.

Confused

Battle commands can be given, but may not be carried out because of the character's confusion. They may attack their own party, or do nothing at all. Each turn, there is a chance the character will be cured. If unsuccessful, the character will regain their composure after battle.

Muted

The character is rendered mute, and therefore unable to cast spells. Consequently, fusion spells that include the muted character cannot be cast either. The character may regain their voice during battle.

Poisoned

Each turn, the poisoned character loses 1/16 of their maximum HP. This will continue even after battle, unless cured with an item or spell.

Sleep

A character falls asleep and cannot act. There is a chance each turn that the character will wake up. Items, spells, and the end of battle will awaken the sleeping character.

Fury

During this uncontrollable rage, player commands will not be accepted. The character will repeatedly attack with weapons on their own. This can be relieved with an item, spell, or when the battle ends.

Illusion

A character is captivated by an illusion and the odds of hitting the enemy decrease significantly. This can be cured with an item, spell, or when the battle ends.

Electrified

This attack has the properties of lightning. During electrocution, the electrified character may not act. But, an item or spell can be used to relieve this condition. Or, the character will recover after the battle.

Frozen

This attack has the properties of ice. During freezing, the frozen character may not act. If that character is attacked by a fire attack or a spell or item used on them, they will be thawed out. The character will thaw out after battle.

Contact

Selecting Contact from the battle commands will allow you to negotiate with the demons you encounter. The need to battle enemies in order to raise the character and Persona's level is inevitable. But, the tarot cards needed to summon new Personas can only be obtained by negotiating with demons. Besides obtaining tarot cards, there are various benefits from a contact: such as, getting money, items, or avoiding a fight.

1 Contact

When you encounter an enemy, select Contact from the Battle Commands. Next, select the enemy to contact.

2 Contact

Then, select a negotiator. Repeating this same process can select a maximum of 3 characters to negotiate. Select Confirm once you've selected the characters that are going to negotiate.

The first character selected will become the contact leader.

Once a contact begins, battle or retreat cannot take place until the negotiation ends.

3 Contact

Each character has a unique way of dealing with enemies. When there are several characters involved, each combination will have their own unique approach as well.

Even if the same characters are combined, the negotiation will change depending on who the contact leader is.

Each character has a degree of compatibility with the different demons during negotiation. The secret to a successful contact is to recognize whose conversation is compatible with which demon's personality.

4 Contact

When a character is selected, a demon will respond to that character's interaction. The demon will respond with various reactions.

5 Contact

A demon has 4 emotions; they are interest, joy, anger, and fear. Each contact will increase any one, and many in some cases, of those emotions one level. As a reaction to a contact, a demon may speak, move, or make noises.

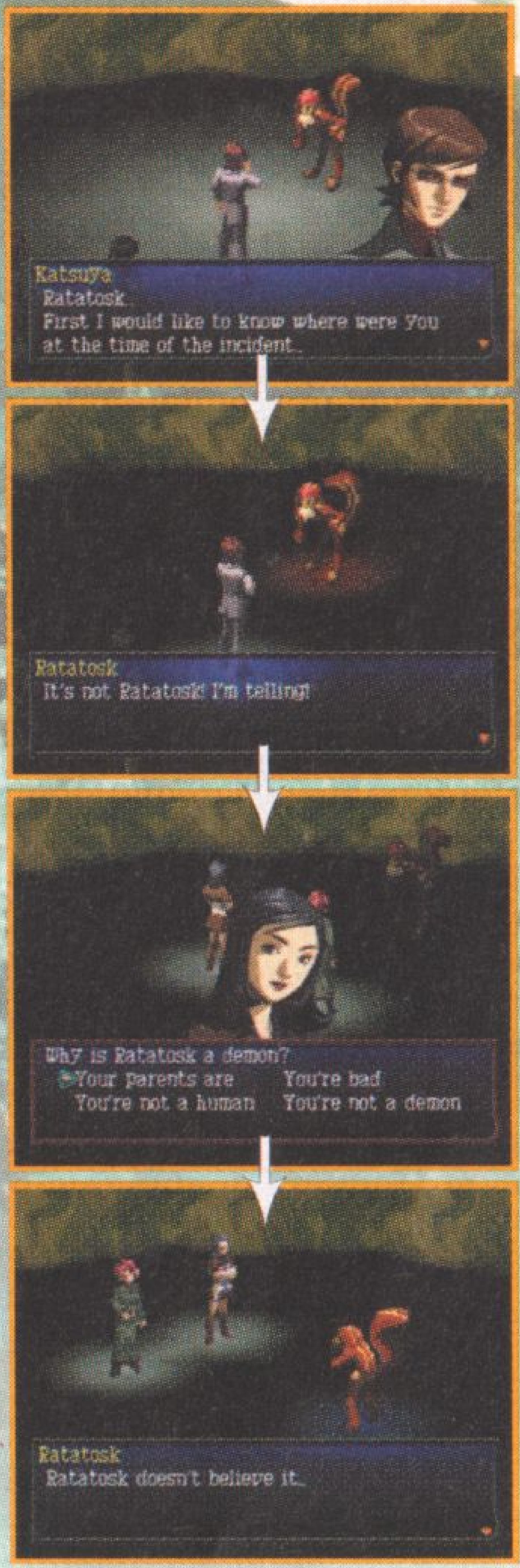
When a "!" appears, it generally expresses a demon's interest.

6 Contact

Depending on the progress of the negotiation, a demon may ask questions. When they do, a number of responses will be displayed. Try your best to select an appropriate response.

7 Contact

When any one of the 4 emotions increases 3 levels, the outcome of the contact will be determined. Consider the negotiation successful if you receive tarot cards. It's a good idea to try to lead the demons into a successful contact by watching their reactions.



Contracting a Demon

When a demon is happiest, a contract can be made with it. If a contracted demon is contacted again, valuable information known only to that demon, and a free tarot can be obtained. Contracts can be made with up to 3 demons. If more demons are to be contracted, the contracts from previous demons must be breached.

Special Contacts

Persona Talk

When a Persona in stand-by and an encountered demon are acquainted through some kind of myth, Persona Talk may occur. During Persona Talk, a Persona and demon will negotiate as they please.

Contact from a Demon

Occasionally, a demon may initiate a contact on their own.

Breaking a Contact

Depending on the progress of the negotiation, a demon may become angry. These demons cannot be contacted further. Also, all demons of the same Arcanum will become angry.

Unable to Contact

- When negotiating with demons that are categorized as a boss, or associated with certain Arcana.
- When the negotiating demon's status changes or when its emotions are stimulated. A message will appear stating "Unable to respond."
- When a character from the party is in a non-negotiable condition A message will appear stating "Unable to talk".

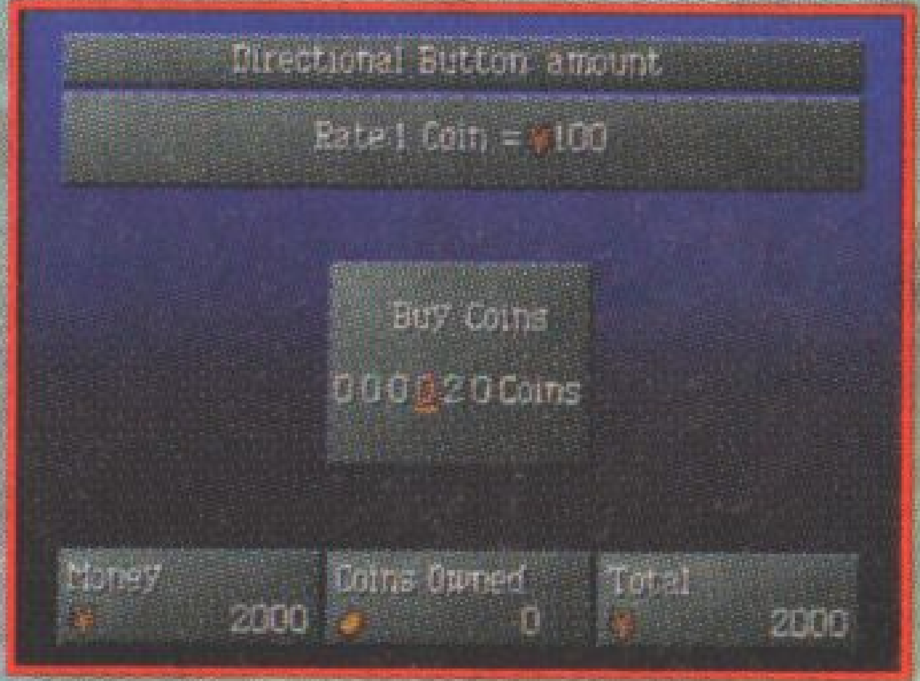
Demon Emotions

Result	Emotion	Result	Emotion
Obtain Cards	Interest	Enemy Bad Status Charmed	Interest + Fear
Contract or Rumor house (at time of contract)	Joy	Enemy Bad Status Fury and Breach of Contract	Interest + Anger
Demon Flees and Breach of contract	Fear	Unable to Contact Condition and Breach of Contract	Anger
Item, Information, or Other	Interest + Joy	Attack first and Breach of Contract	Anger

Casino

If a certain rumor is spread during the game, it is possible to access the casino. In the casino, a number of games can be played with coins that you purchase. These coins can be used to purchase valuable items.

Casino Play



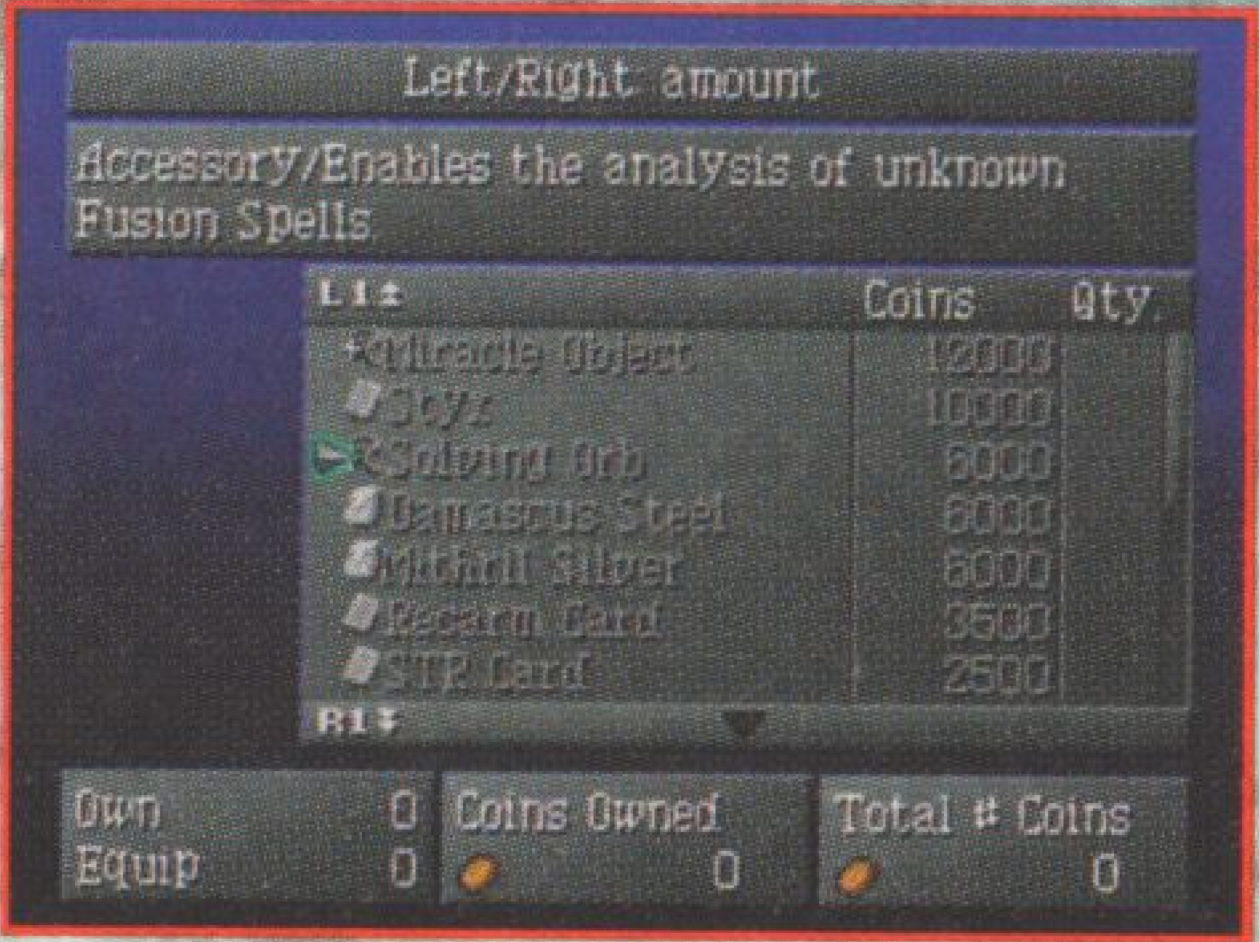
1. Coins are needed to play games. Upon entering the casino, buy coins at the cashier. Money can be used to buy coins, but the coins cannot be cashed back in for money.

2. After coins are bought, stand in front of a gaming machine, and press the ⊗ button. The game will start; follow the directions to play the games.

3. Coins can be traded in at the cashier for prizes.

Prizes

All of these prizes are valuable. It is rumored that certain items can only be found here. Even if the games in the casino are not played, the progression of the story will not be affected. So, feel free to play any time.



Cashing Out

When a rumor is spread, a store manager will appear at the counter. Talk to the manager, and select Prize. A list of prizes will appear. Select a prize with the ⊗ button. Prizes in gray are not available; either because of insufficient coins or they are out of stock.

Poker

Poker is a game in which the player is dealt a hand of 5 cards. These cards can be exchanged once. Since the payoffs are different for different hands, try to make a hand that will payoff more money.

Playing Poker

1 When a game is started, the title screen will appear. Press the ⊗ button to insert 1 coin and the △ button to insert 10 coins. Start the game by pressing the R1 or R2 button, or inserting 10 coins. Pressing the L1 or L2 button from the title screen will stop the game.

2 5 cards will be dealt. Once dealt, select the cards to be held by pressing one of the ○, ⊗, △, or □ buttons. Once the cards to be held have been selected, press the R1 or R2 button. The unwanted cards will be exchanged.

3 Once the hand has been made, the payoff will be made according to the odds on the table to the right.

4 Coins won can be added to the bet for the next hand. After a hand, you will be asked if you want the coins to be added to the next bet. Press the △ button to add the coins to the next bet and the ○ button to decline.

Hands

Name	Content	Odds
Royal Flush	10, J, Q, K, A of the same suit	x 500 or Jackpot
Wild Royal Flush	A royal flush made with a Joker	x 100
5 of a Kind	4 cards of the same value with a Joker (5 cards)	x 50
Straight Flush*	5 consecutive cards of the same suit	x 30
4 of a Kind	4 cards of the same value	x 10
Full House	A combination of 3 cards and 2 cards of the same value	x 7
Flush	5 cards of the same suit	x 5
Straight	5 consecutive cards of any suit	x 3
3 of a Kind	3 cards of the same value	x 2
2 Pair	2 pairs of 2 cards with the same value	x 1

*In this hand, an ace cannot be used as 1.

Joker

The Joker is a wild card. It can be used to substitute for a card of any suit or number. The number of times a Joker can be used consecutively is marked on the card. The maximum is 9.

*Jokers are automatically held, and cannot be exchanged.

Jackpot

The jackpot is won when a Royal Flush is made with 10 coins wagered. The jackpot increases as more coins are wagered. It may also increase even when the party is not in the casino.

Blackjack

Blackjack is a game using the card's value to reach 21 without going over. The members of the party can also participate in this game.

Playing Blackjack

1

When the game starts, a registration screen will appear. Use the directional buttons to change screens and select characters. Pressing the R1 or R2 button will start the game. Press the L1 or L2 button to quit the game.

Face Icon	If 2 characters are selected with the ✕ button, the order will be switched.
Bet	△ button bets 10 coins ✕ button bets 1 coin ○ button removes coin. □ button bets maximum coins for all players and starts the game.
Manual/ Auto	○ button toggles between manual or automatic play.

2

2 cards will be dealt. The cards are their face value (2-10), face cards are 10, and Aces are 1 or 11. The hand will automatically "Stand" when the total of the player's cards are as follows:

- When the first 2 cards dealt are an Ace and 10 – K. (Blackjack)
- When cards total 21
- When 5 cards are drawn (total 7 cards)
- When the total exceeds 21 (Busts)

○ button	Hit: draws one card
✕ button	Stand: do not draw any more cards.
△ button	Double Down: The bet is doubled and only one card can be drawn.
□ button	Split: When dealt two equal valued cards, they are split into two hands. These new hands cannot form a Blackjack.

3 After the cards are dealt, cards are drawn so that their total adds up to as close to 21 as possible. This is called "Hitting." Your bet can be doubled, and you are given only 1 card. This is called "Doubling Down" and can only be done immediately after the first two cards are dealt.

*During the game, the other members' hands can be viewed with the L1 and R1 button.

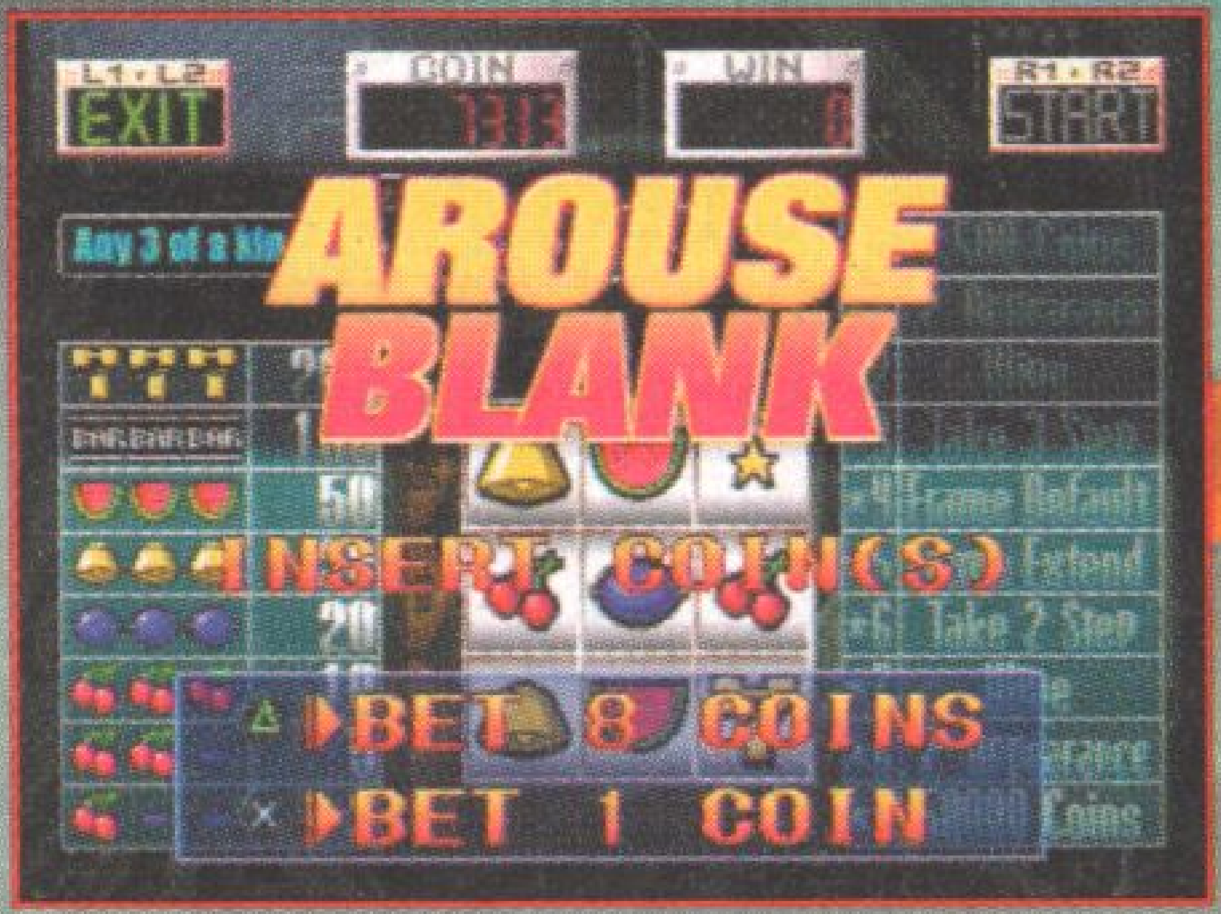
4 Select "Stand" when you think your hand exceeds the dealer's total or if you think the dealer may "Bust." But, be aware that if you draw cards and your total exceeds 21, your hand "Busts," meaning an automatic loss. The player automatically wins under the following conditions.

- The player has three 7's
- The first 2 cards dealt are an Ace and Jack of the same suit.
- The player draws 5 cards, for a total of 7 cards.

5 After all players have finished their turn, the players with hands that beat the dealer's hand win. The payoff differs depending on the hand made. A results screen will display the hands and their payoffs.

Hands

Name	Description
123456	6 cards in value of A-6 to make 21(card order is irrelevant)
♠ A & J	A Blackjack combined with an Ace and Jack of spades
777	The first 2 cards dealt are 7's, and the card drawn is a 7
♥ ♣ ♦ A & J	A Blackjack of matching suits (♥ , ♣ , or ♦)
7 Cards	7 cards drawn and does not exceed 21
6 cards	6 cards drawn and does not exceed 21
Blackjack	A combination of any 10 - K and an Ace
WIN	Player's cards total is less than 21, but larger than the dealer's total or the dealer busts



Slot Machine

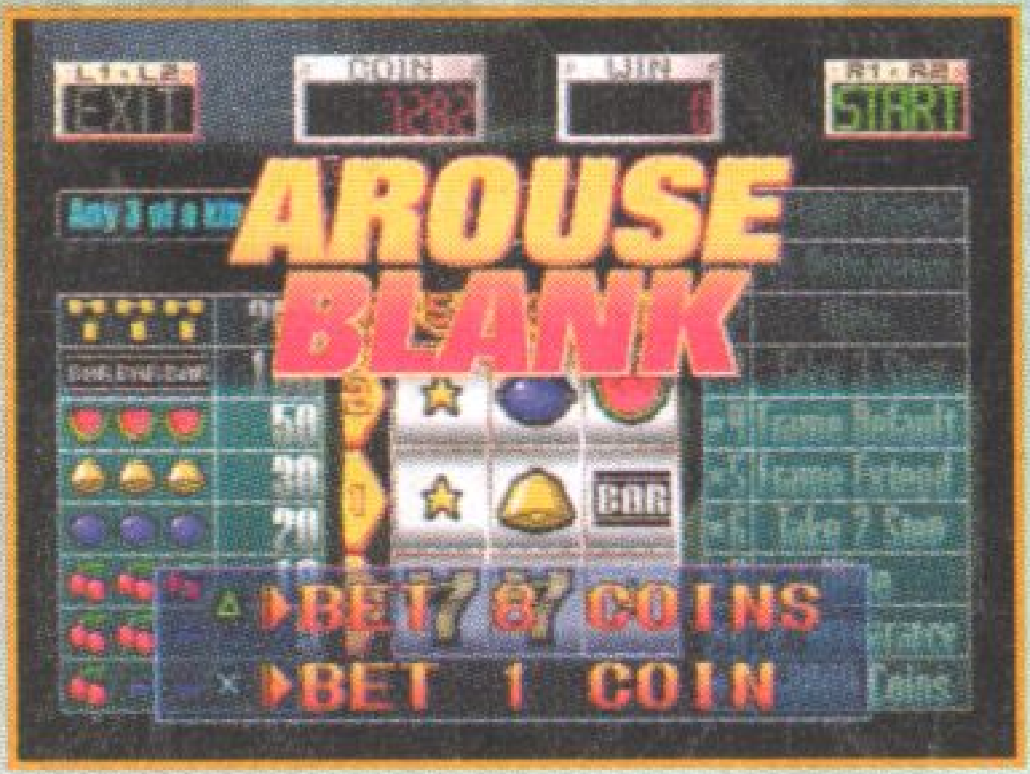
The slot machine is a game which is played by matching pictures on spinning wheels. Remember that the amount of coins wagered controls how many paylines are available.

Playing Slots

1 When the game begins, a title screen will appear. Pressing the ⊗ button will wager 1 coin, while pressing the △ button will insert 8 coins. Spin the reels by pressing the R1 or R2 button, or wager 8 coins. Press the L1 or L2 button before spinning the reels to exit the game.

2 The number of paylines increases with the number of coins wagered. The line for each winning combination will flash. With 8 coins wagered, all lines are available to pay off.

3 The reels will spin and stop; if there is a winning combination along an active payline, the winnings will be paid out accordingly.



4 The stars on the reels are part of a secondary game that you play as well. The number of stars you spin dictates your outcome on the chart to the right. The chart on the right controls your progress on the slider above the reels. If you can get an icon into the frame, you win an extra bonus.

Payoff

Combination	Coins	Combination	Coins
Cherry x 1	2	Bell x 3	30
Cherry x 2	5	Melon x 3	50
Cherry x 3	10	Bar x 3	100
Plum x 3	20	7 x 3	200

• Cherry x 1 and Cherry x 2 must be at the beginning of the line.

Star Chart

Outcome	Description
0: 500 Coins	Receives 500 coins
1: ? Appearance	An icon appears on the gauge above the wheel
2: Wipe	Erases the icon on the gauge
3: Take 3 Step	Moves the gauge 3 spaces
4: Frame Default	Returns the frame back to default size
5: Frame Extend	Extends the frame one space (max. 8 spaces)
6: Take 2 Step	Moves the gauge 2 spaces
7: Wipe	Erases the icon on the gauge
8: ? Appearance	An icon appears on the gauge above the wheel
9: 50000 Coins	Receives 50,000 coins

Bingo

In Bingo, numbers are chosen from a roulette. When the numbers selected line up on the game card, you win. You have 4 cards in all, and you must wager 4 sets of coins.

Playing Bingo

1 Press the ⊗ button to bet 4 sets of 10 coins, for a of total 40 coins, or the △ button to wager 4 sets of 100 coins, for a total of 400 coins. Pressing the ▢ button will shuffle your cards. The game will start when the R1 or R2 button is pressed; or if the wager reaches its max.

• The wager will be distributed between the 4 cards. Wagers cannot be made for individual cards.

2 After the game has started, 10 numbers are selected. These numbers are used to blackout numbers on your playing card, hoping to form vertical, horizontal, or diagonal lines. The faster a line is formed, the bigger the payoff.

• The center of each card is wild, meaning that it has already been blacked out.

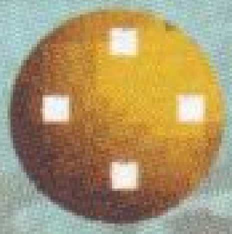
Double Down

When a game is won, a double-down game can be played using the coins won. If you wish to play, press the ○ button for the red balls, the ⊗ button for blue balls, and the △ button for the green balls. The roulette will start again and if it stops on the color you selected, your winnings will be multiplied by the given amount. If it doesn't stop on your color, your wager will be lost. Pressing the ▢ button will decline playing the Double-Down, and you walk away with your winnings.

Bonus Balls

Between 10 and 11, 20 and 21, and 30 and 31 on the roulette, are special balls that will affect the outcome of your game.

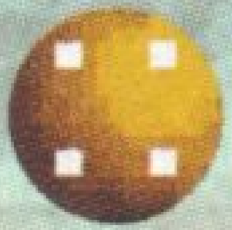
Between 10 and 11



Side Spots

This ball will mark the center of each side of the card on each card.

Between 20 and 21



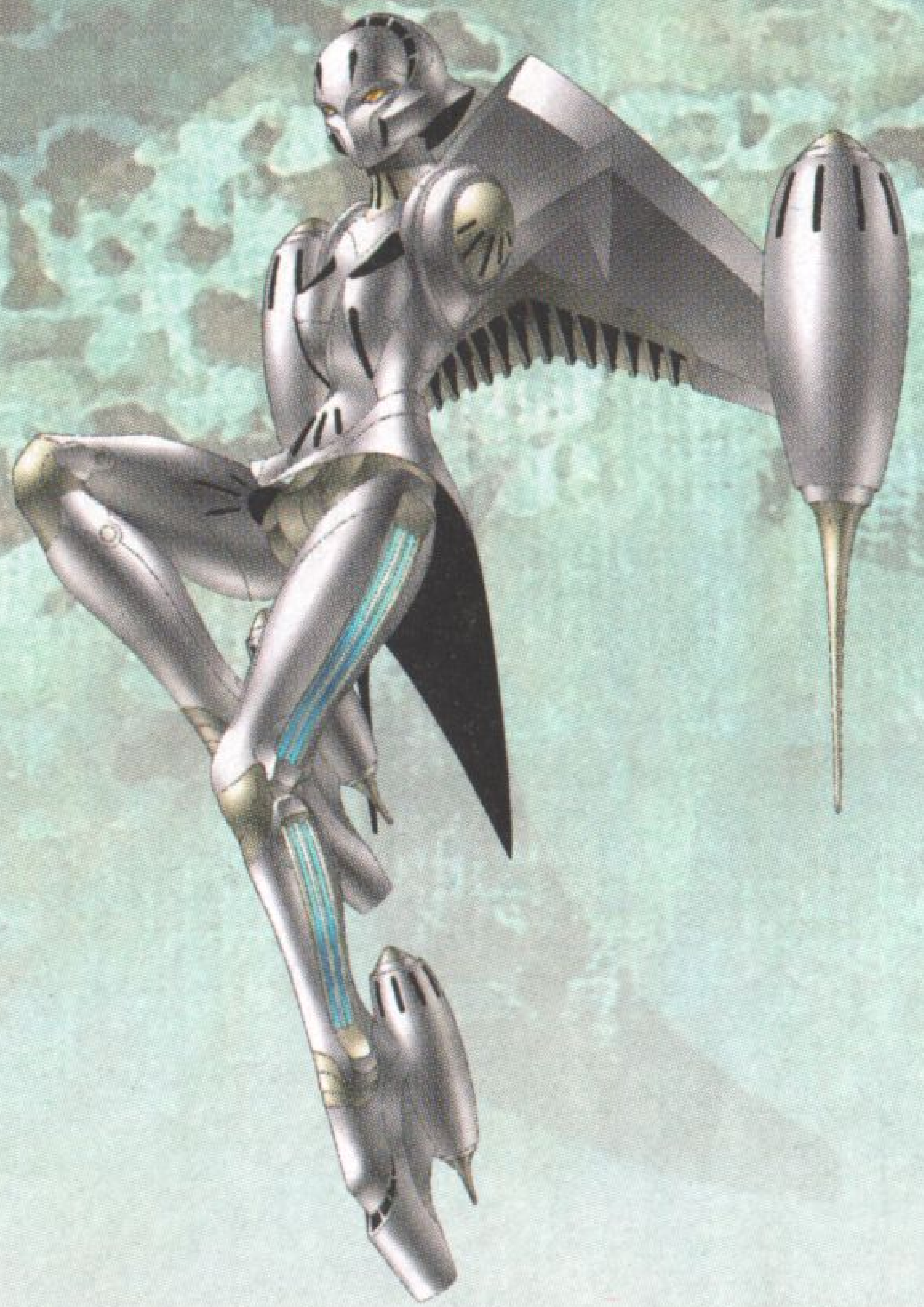
Four Corners

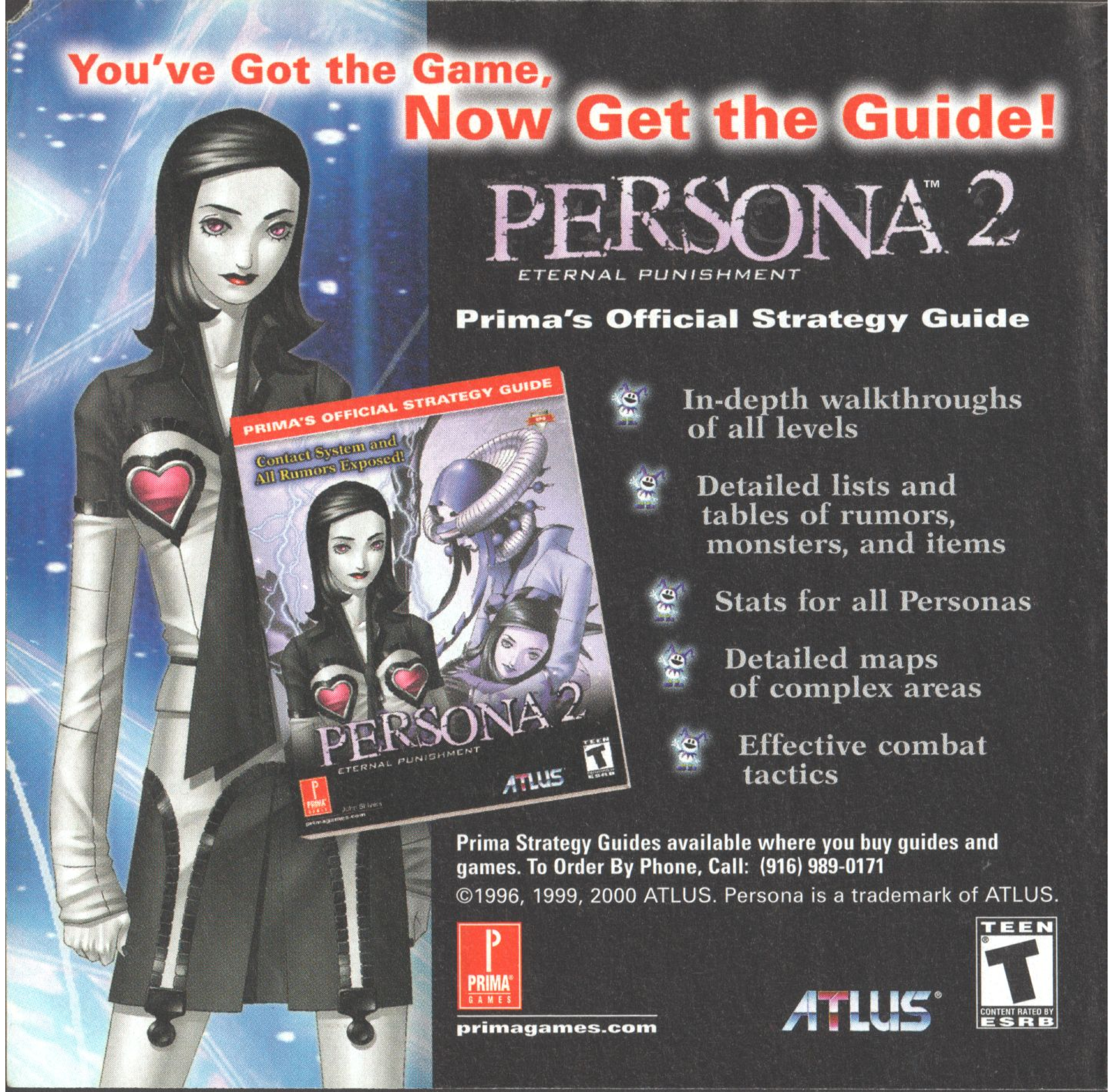
This ball will mark the four corners on each card.

Between 30 and 31

Double Payout

This ball doubles the winnings on the payoff chart, except the jackpot.





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Notes

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